100% Unofficial magazine!

The UK's best kids' videogames magazine!

POKÉMON WORLD

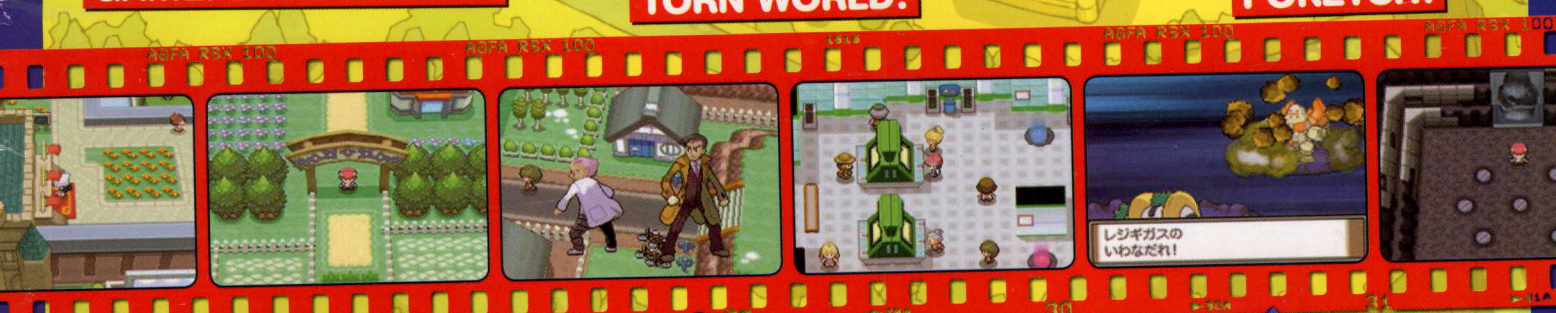
ISSUE 80

POKÉMON PLATINUM

HOT NEW GAMEPLAY SCREENS!

NEW AREA UNCOVERED... TORN WORLD!

A REDESIGNED POKÉTCH!

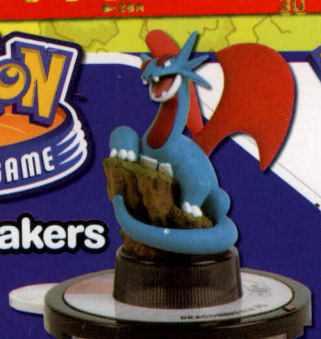


PLUS!

New Mystery Dungeon games reviewed!

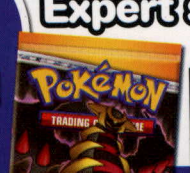
Pokémon TRADING FIGURE GAME

Groundbreakers figure set coming!



Pokémon TRADING CARD GAME

Expert strategies!



ISSUE 80 £3.99

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What does it feel like to be on your summer hols at last, eh? Think of all the Pokémon fun you can have before you have to go back to school again! There are two great new Pokémon Mystery Dungeon games in the shops, My Pokémon Ranch is now available on WiiWare download and the Trading Card Game has events happening all over the country! Also packed into this issue we've got all the latest videogame reviews, a feature on the first Pokémon movie and posters galore – including part one of a giant 500 Pokémon poster for your bedroom wall. Enjoy!

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4 The WiiWare game *My Pokémon Ranch* launches this month. Grab it now for only 1,000 WiiWare Points!

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POKÉMON: THE FIRST MOVIE
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POKÉDEX CARDS
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TRADING CARD GAME
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MAKE AND DO!
49 This issue, a cool cut out mask of Mew for you to scare your mates with down the park!

GREAT POKÉMON MOMENT
50 Find out the secret that Nurse Joy has been hiding from us all this time, plus can Ash manage to save the Drifloons?

Inside the bag with this issue you will find an exclusive sampler book from Puffin Books!

Over the next four issues, collect four Pokémon posters to build into a giant 500 Pokémon poster!

Perfect for the beach or pool – this month free Boom Sticks, one of them from Nickelodeon!

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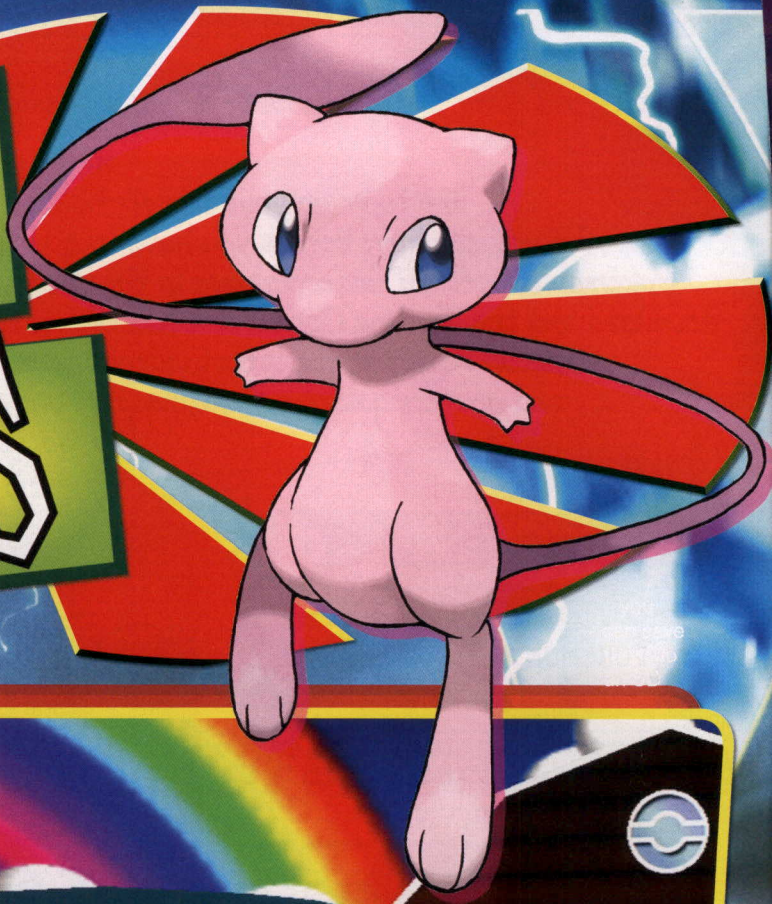
MEW'S NEWS



My Pokémon Ranch is go!

A brand new Pokémon game available exclusively through the WiiWare system and available for just 1,000 points!

Released on 4 July on WiiWare, *My Pokémon Ranch* allows you to become a Pokémon rancher, uploading your Mii character to give the game the ultimate personal touch. You can then upload Pokémon from your DS *Diamond* or *Pearl* game, have fun with them and take pictures to send to friends via the Wii Connect 24 system.

For those who don't know, a Mii character is a little computer representation of yourself that you can create on Wii and use in all kinds of different games. Both you and the Pokémon in the game have a cool cartoony graphical style that really gives *My Pokémon Ranch* a great look.

While on the ranch your Pokémon will dance, march in a parade and even give your Mii a ride around the farmyard – the great thing is that you never really know what's going to happen next!

Your ranch will start out with just six Pokémon on it, with Hayley, the caretaker on the ranch, helping you take care of them, but an extra one will be added each day to fill up the place. You can also deposit up to 1,000 Pokémon from 8 different Pokémon carts and create special themed ranches – a Pikachu Ranch, for example.

In a clever twist, Hayley will sometimes request that you find a particular Pokémon for the ranch and you will have to go back to your DS *Diamond* or *Pearl* game to capture it, then upload it to *My Pokémon Ranch*. It fills the ranch up and helps you complete your National Pokédex at the same time!

Although this new game acts as a kind of depository for all your Pokémon, it's also all about showing off to your friends. The Miis and Pokémon get up to all kinds of antics together, and taking snapshot photos of them is great fun. Using the Wii Message Board you can make these photos available for your friends to view, or

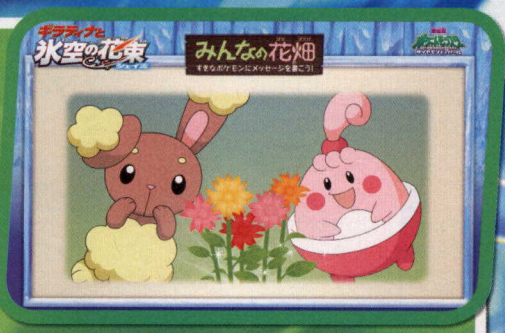
card for use another day for printing.

My Pokémon Ranch is another great mini-Pokémon game from Ambrella – the developer who brought you *Hey You, Pikachu!*, *Pokémon Channel* and *Pokémon Dash*. If you've got a Wii and it's hooked up online, this is one to search out!

WEB ADDRESS
www.nintendo.co.uk

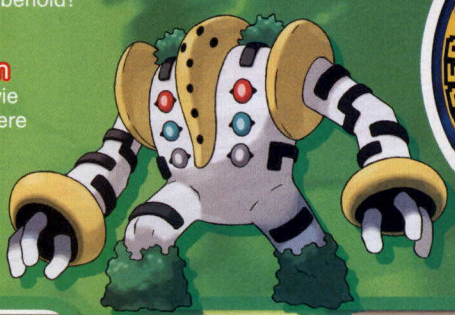
Movie Madness!

Japan gears up for the launch of Giratina And The Sky's Bouquet: Shaymin, the 11th Pokémon movie, with a fun website update...



They certainly know how to do their Pokémon websites in Japan. If you haven't checked any of the Japanese Pokémon stuff out yet, we highly recommend you do. Although most of you won't be able to understand a word of what is going on, the websites are highly visual and packed with cool Pokémon artwork that is a joy for any Pokémon fan to behold!

With the launch of the 11th Pokémon movie this month in Japan, naturally the Pokémon movie website has gone into overdrive. There are new trailers to watch of this hot new movie starring Giratina, Regigigas and Shaymin and a bunch of cool-looking Pokémon mini-games that you can navigate to. When surfing around the site, you may also notice tiny icons dotted around. Click on these when you see them and they fill up a special icon meter that when full, allows you access to downloads like Pokémon movie screensavers for PC and Mac or Pokémon movie wallpapers. Have a click around and see what you can find!



WEB ADDRESS
www.pokemon-movie.jp

NUMBER OF POKÉMON IN THIS ISSUE
204

Ranger Battonage gets a Special Shaymin Mission

To celebrate the launch of the 11th Pokémon movie, a special Shaymin mission is available for download on 19 July!

The sequel to *Pokémon Ranger, Battonage*, is already in the shops in Japan, and just like the first game, there are special extra missions you can play. One such mission has been timed to help promote the 11th Pokémon movie this month.

It appears that Shaymin is in trouble and you've got to help this new Pokémon escape from a bunch of rogues. The sad thing is that once you've completed the mission, you can't transfer Shaymin back to your *Diamond* or *Pearl* game.

Burger Bonus!

New Kids Club meal goes Pokémon crazy in the USA...

There's been a Pokémon Trading Card Game promotion going on in America this month in conjunction with Burger King. They have a special website set up that gives all the details which is worth checking out. If you happen to be over in the States on your holidays, grab yourself a Kids Club meal which will come with one of 12 special Diamond & Pearl trading cards and some fun accessories. Would have been even better with a Bulbasaur Burger or Pikachu Pop included too!

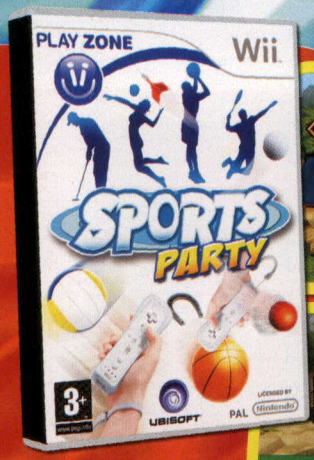
BURGER KING

WEB ADDRESS
www.bk.com/pokemon

Win! Sports Party on Wii with Ubisoft!

Want to get active this summer? Well no need to leave your Wii – just have a Sports Party!

There's a mini-review of this new Ubisoft game for you over on page 19 – it's a really cool sporting sim for your Wii where you're encouraged to get your friends and family around the console and have a bash at nine sports and mini-games from croquet and lawn darts to mini-golf and volleyball. It was launched on 11 July, but do you want to win a copy? Just send your answer to the following question



to pokemonworld@imagine-publishing.co.uk naming your email 'Let's Have a Party Compo', or send a postcard or stuck down envelope with your answer to the usual postal address.

Name Ubisoft's most famous (and armless) cartoon character...

A. Mr Bump
B. Crazy Frog
C. Rayman

Please get your entries in by 20 August. Winners will be drawn at random from the publisher's big hat. The best of luck to you all!

Pokémon GTS Global Trade Station

Here's an update of what's hot and what's not on GTS...

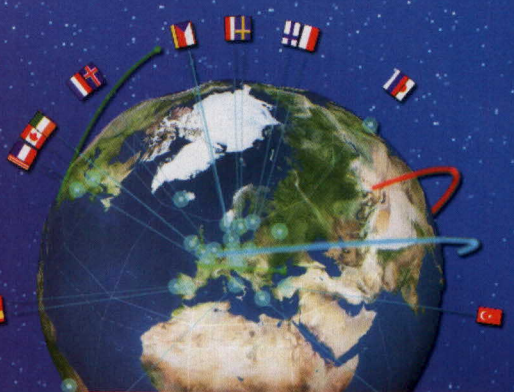
As of 4 July 2008 (the date this issue is going to press) the number one country for Pokémon trades through the Pokémon Global Trade Station is the USA again. The sad news is that the UK has dropped down to number eight from four! Come on guys, get those DS consoles online and start trading your Pokémon from *Diamond* or *Pearl*! The GTS website is well worth a visit, even if it's just to see the stats flying by!

Top 10 Pokémon traded on the GTS...

1. Palkia
2. Dialga
3. Regigigas
4. Mewtwo
5. Milotic
6. Spiritomb
7. Turtwig
8. Chimchar
9. Giratina
10. Piplup

No. of Pokémon deposited on the GTS...

101,247



WEB ADDRESS
www.pokemon-gts.net

Pokémon Diamond Version Pearl Version Character Profile

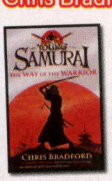
Roark

You will find this fella at the Oreburgh City Gym as he's the leader there. He hands out the Coal Badge to any Pokémon Trainer who manages to defeat him. His speciality is Rock-type Pokémon. As well as appearing in the *Diamond* and *Pearl* DS games, he has also been seen in episodes of the Pokémon anime. Check out 'Shapes Of Things To Come' and 'O'er The Rampardos We Watched' – you will see Roark battling with Paul, showing off his strong Rock abilities with his Cranidos Pokémon. Byron is his dad.

Down the book shop

Take a look at the latest top books from Puffin...

Young Samurai: The Way Of The Warrior
Chris Bradford

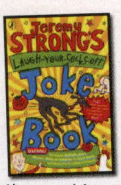


You can find out all about this new Puffin release by simply checking out our free sampler book on the cover of this issue! Set in 1611, Jack Fletcher is shipwrecked off the coast of Japan and there are pirates!

Stardust: Lucy's Magic Journal
Linda Chapman

This is a very special Stardust book, *Lucy's Magic Journal* lets you read all Lucy's most secret thoughts, dreams and wishes, as well as letting you discover all the exciting things that you never knew about the magical Stardust world! This new Stardust is a must-have book for all Stardust fans and a delightful introduction to the world of Stardust for new readers to the series. It's in the shops on 7 August in paperback priced at just £4.99.

Jeremy Strong's Laugh-Your-Socks-Off Joke Book
Jeremy Strong



Wow, inside this book you'll find Streaker the dog, indoor pirates, trolls and superheroes along with karate kicking and time-travelling. Plus, Puffin assure us that absolutely no knock-knock jokes were used in the making of this book. It's out on 7 August and well worth a read!

WEB ADDRESS
www.puffin.co.uk

Competition Rules
1. All entries must be received by 20 August 2008 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and

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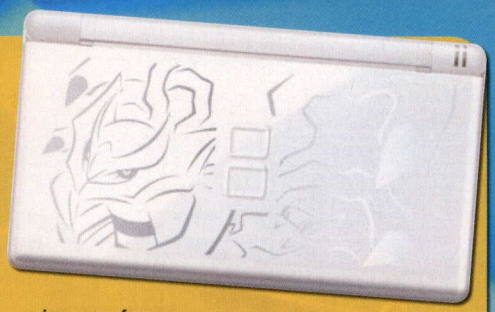
Ltd ed DS Lite for Platinum launch!

Lucky Japanese gamers can get a special console with the game!



They certainly love customising their consoles over in Japan with more limited edition Nintendo DS consoles than we care to remember. For the meagre price of ¥21,600 (£101), lucky Pokémon fans will be able to grab a rare *Pokémon Platinum* DS Lite with their copy of the game this Christmas. It has a special shimmery paint on the front showing an image of Giratina's face. As you tilt the DS, the face glints in the light. This certainly sounds cool to us, and may be worth you diehard UK Pokémon fans checking out places like eBay to see if you can pick up one at the end of the year. Let us know if you do!

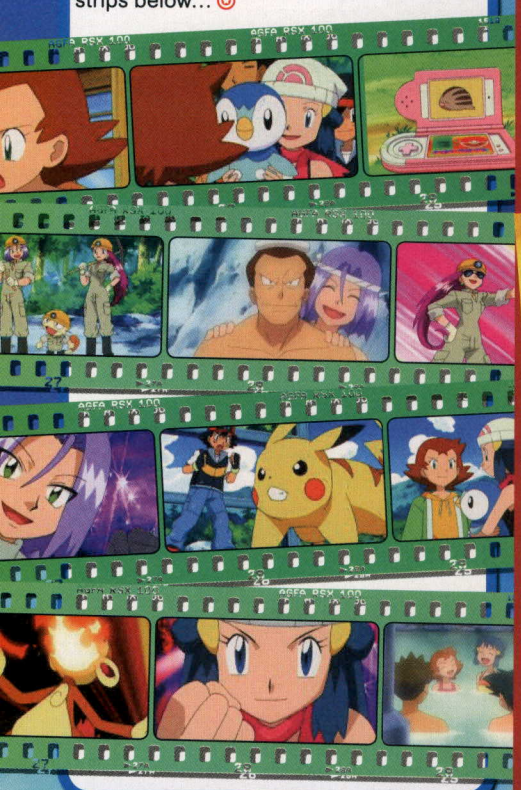
On TV in America...

The latest Pokémon episode to air in the USA is called 'Hot Springing A Leak!'

This episode is the 63rd one of the *Diamond & Pearl* series (wow, there are a lot to watch, aren't there?) and was called 'The Urimoo Trio And The Hot Spring Battle!' in Japan.

It tells the tale of when Ash and his pals stopped at a hot spring. It turns out it is run by an old friend of Dawn's called Leona. The two girls are happy to meet up again but there's a problem at the spring – all the water has gone! They all go off to investigate what has happened, with Leona's Swinub coming along for the adventure.

Without spoiling the entire episode for everyone, you can see that they eventually get their bath from our picture strips below...



Pokémon Trading Figure Game

Groundbreakers figures soon to be released!

The Pokémon Company readies 42 new beautifully modelled Pokémon figures for release...

The Groundbreakers expansion set of Pokémon Trading Figure Game figures was first announced back at the end of 2007, but somehow they were delayed and now have a release date of September.

The Groundbreakers 'Skydive' Starter pack contains Latios, Raticate and Hariyama along with Pokémon Trainer Green. There's now a third expansion set planned for 2009 with Snorlax, Flareon, Gyarados and Tyranitar confirmed as new figures!

Coming soon to a bedroom near you...

Doctor Who - Series 4 Vol 3

Format DVD • **Studio** 2 Entertain Video
Rating 12 • **Release date** 4 August

The fourth series of the new *Doctor Who* comes to DVD soon with Catherine Tate turning up as the Doctor's new sidekick! Episodes include one where the Doctor discovers a world of terror inside an old library!

Nim's Island

Format DVD • **Studio** Universal Pictures
Rating U • **Release date** 25 August

Here's a great fantasy adventure to enjoy this summer starring Jodie Foster and Abigail Breslin. An isolated island is home to a young girl and her father, but he disappears and she must go on a quest to find him.

Race Driver: GRID

Format Nintendo DS • **Publisher** Codemasters
Game type Racing • **Release date** 28 August

A new racing experience from the people who brought you the great *Colin McRae: DiRT*. Packed with powerful cars and official race tracks plus a cool career mode where you can take on the world of racing.

Rock Band

Format Wii, PS2 • **Publisher** MTV Games
Game type Rhythm • **Release date** 29 August

Ever wanted to be in a pop group? Well now you can make your dreams come true with the ultimate band sim! It's out on nearly every format, but watch out for the PlayStation 2 and Wii versions at the end of August.

Horton Hears A Who!

Format DVD • **Studio** 20th Century Fox
Rating U • **Release date** 30 August

Like cartoon blockbusters? Well here's a cool one with Jim Carrey in the lead voice role as Horton, who is the saviour of all the Whos in Who-Ville. It's the perfect family fun film – get the popcorn ready!

R-Type Tactics

Format PSP • **Publisher** Rising Star Games
Game type Shoot-'em-up • **Release date** 26 Sep

A brilliant shoot-'em-up from yesteryear is making a comeback on PSP this September courtesy of Rising Star Games. *R-Type Tactics* brings lots of cool upgrades to the game with customisable ships, gigantic enemies and power-ups by the bucket full! We can't wait to get our hands on this one!

SHONEN JUMP'S

Yu-Gi-Oh!

TRADING CARD GAME

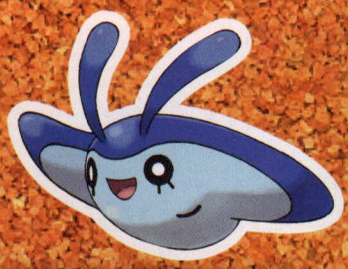
Get hold of hard to find rare cards with the new

Premium Pack 2!

- 20 cards to collect - every card is an ultra or super rare!
- Duel with powerful new monsters used by your favourite Yu-Gi-Oh! GX characters!
- Challenge your opponent with brand new trap and spell cards!

Available at hmv get closer

POKÉCHAT



POKÉMON FAN FICTION

Curse of Seven

By Joshua Clark, age 11, Weston-Super-Mare

Dakota woke with a start. Another dream. It was always the same one. She got up and stretched her forepaws out in front of her before padding over to the mouth of the cave. A fresh snowfall lay on the ground like a thick white blanket, covering the tracks that the pack had left the previous day. Excellent, Dakota thought, the last thing we need now is unnecessary conflict.

The sun was just starting to peak over the hills but Dakota supposed that this would not stir the sleeping adults. They had travelled through a vicious blizzard for two days without pause and spent the third day trudging recklessly through the deep snow.

Soft snoring confirmed the fatigue that every Mightyena was now sleeping off. They would not be woken up by anything less serious than a ferocious forest fire!

Dakota trotted out into the trees in hope of meeting her best friend, Hotah, who was an Absol. It didn't take long to find him.

"I have been waiting for you." Hotah whispered, shame-faced.

"I know," Dakota said. It was impossible for anyone to find Hotah unless he wanted them to. "What's the matter?"

Hotah didn't answer properly but asked, "is everyone alright?"

"Yes of course" Dakota answered, a little confused

"Well, apart from extreme exhaustion anyway."

Hotah shuffled his paws. "What?" Dakota asked again.

"The blizzard" he responded miserably. "I am sorry."

"Oh, that!" Dakota smiled. "You needn't worry. It covered up our tracks."

"I bet the rest of them don't see it as a good thing," Hotah grumbled.

Dakota sighed. She had often felt sorry for Hotah. Being a disaster Pokémon must be awful to live with. She could tell that the rest of the Mightyena disapproved of her friend Hotah. "It brought bad luck" they said but Dakota didn't care.

"Anyway, I came to tell you that you are all less than a day's walk from Dragon Peak. That should brighten their morning."

"Mind you, it'll be mid-afternoon by the time they're all awake!" Dakota chortled. "I should be getting back. We should get to Dragon Peak as quickly as possible."

She turned and ran back toward the cave, knowing full well that if she turned back to say goodbye, she would be talking to thin air. Hotah disappeared without a trace every time.

"Ah, there you are" Dakota's father yawned. "Any news?"

Dakota was not surprised to see that the pack had moved out of the cave by now. She had heard the call too, and a sound like that would drive anyone away from a place where sounds echoed. "Yes, Father, we are less than a day's walk from Dragon Peak."

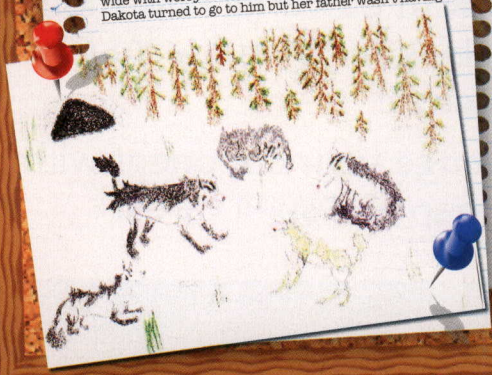
The alpha male chuckled "That dragon had better have a good reason for waking us all up!"

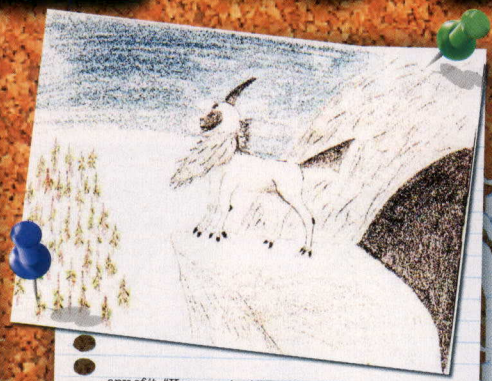
"Of course he has," Dakota's mother said, rolling her eyes. "If it wasn't serious, we would not have been called in the first place!"

Dakota stepped in before the irritable adults soured the atmosphere any further. "Are we off then?"

Her father nodded. "Keep a look out all of you," he barked and led the way through the trees which were getting less dense the further they went.

Dakota spotted Hotah far off to the left. His eyes were wide with worry and his lips were peeled back in a snarl. Dakota turned to go to him but her father wasn't having





any of it. "Keep moving! Who knows why we are needed?" Dakota was concerned but forced her reluctant limbs onward toward Dragon Peak. Her father was right, of course. Something bad must've happened and they were somehow linked.

The other two members of the pack, Matsi and Tamaska, were less exhausted than her parents because they had walked on the firmer snow, compressed slightly by her parents' footsteps, but Dakota herself never tired beyond being slightly drowsy. Hotah had accidentally given her the ability to run for seven days straight without food, water or rest, and it was at times such as these that it came in useful.

The pack reached the edge of the forest and found that they were stood at the bottom of Dragon Peak. "Don't panic," Dakota's mother muttered to her daughter calmly, "we'll be escorted from here."

Dakota was about to question her mother when three Ninetales appeared in front of them, crouching aggressively. The largest of the three approached them. He was a large male, a slash on his right shoulder and a scar across his left eye. "Welcome Titan, welcome Alika." He growled throatily, addressing first Dakota's father, then her mother. "Long trip?"

"You have no idea," Titan groaned.

"And this," the Ninetales said looking toward Dakota, "must be your daughter. Dakota isn't it? Well well, a half-shiny. That is unusual." The pack leader stretched the words out like a piece of chewing gum, his lips curled in an involuntary sneer.

Dakota glanced at her parents, confused, but they pretended not to notice. "This way," The Ninetales said. Dakota shivered. His voice sounded like the wind whistling through the trees.

The pack followed the leader of the Ninetales' pack up a winding path that led around the front of the mountain, heading steadily upwards and into the side. All at once the cold from walking on snow vanished as the warm rocks melted the ice that had frozen between the Mightyenas' toes and claws. It became warmer still, the further they went into the mountain, and Dakota was aware of the two packs exchanging some light conversation but she was wondering about Hotah's expression and also what a 'half-shiny' was. She was so deep in thought that she didn't notice that she was no longer with the rest of the pack until she walked right into a stalagmite. She shook herself and looked around in alarm. She was lost in a mountain that she had never been to before. What should she do?

Suddenly, a scaly paw clamped around her right back foot. She stifled a yelp and looked down to see a familiar face peering up at her. "Charizard!" she snapped, both angry and relieved at the same time "Don't you ever do that again!"

Charizard hesitated for a moment. "Sorry," he muttered and pulled Dakota through the crack in the wall. Dakota opened her mouth to protest, but Charizard gently and firmly clamped it shut again. "Shhh!" he hissed pleadingly. Dakota rolled her eyes, exasperated but she nodded once.

Charizard led Dakota along a narrow winding path, which was obviously unused, probably even undiscovered by those in charge of Dragon Peak. She kept stumbling on tiny stalagmites and hitting her head on the stalactites that loomed overhead.

Dakota wondered where she was in Dragon Peak (it was so easy to become disorientated inside the walls) when Charizard took her into a small cave.

Dakota gasped in wonder. All around her on every wall were pictures and drawings of all shapes and sizes. She approached the biggest picture on the wall opposite from where she was standing, the only one in colour. "That is the biggest problem that I have ever heard of," Charizard noted sadly from behind Dakota.

"Why? What's wrong with a cave drawing?"

Charizard thought for a moment, considering how to answer the question. "Before coming here, have you had any strange continuous dreams?"

Dakota nodded, wondering where this was going. "Yes, why?"

Charizard looked sternly at her. "What about?" Dakota sighed and began to relay her dream to him. "It begins with fire" Dakota said, casting back her mind to last night. "Then this odd symbol appears, as if it's fading through the fog towards the front of my mind. It's nearly visible then the fire rear upwards and fills my view. For a moment or two, that's all I can see. Then all of a sudden, screams can be heard, both people and Pokémon alike." Dakota glanced over at Charizard, who remained deathly silent.

Dakota continued. "Through the flames, a small figure flees into the burning trees, pursued by seven other figures, each from a different direction."

"And are these figures people or Pokémon?"

"Pokémon, but I can't identify them. They all ran on four legs, and aside from the first one which was quite small, they all seemed to be roughly the same size."

Charizard nodded, worry spreading across his face. "Is there anything else?"

Dakota shrugged. "Only the symbol. It emerges from behind the fire and the flames turn blue and crackle around it. It looks like a moon crescent with a star resting in the centre."

Charizard looked thoughtful. "Has Hotah said anything?"

Dakota thought back to Hotah's terrified expression and shook her head. Charizard pointed to the cave drawing that they were stood under.

At first, Dakota didn't see the relevance to their conversation and she opened her mouth to ask. Then she stopped. One Pokémon sat in the centre of seven other Pokémon surrounding it.

Dakota gaped at the drawing. "You think that my dreams are actually happening?"

"Not entirely the way you saw it," Charizard said slowly, chewing each word over carefully. "I think that you are seeing what is happening but your imagination has interpreted these events in a different way, which isn't unusual. No one has dreams that leave no room for error."

Dakota absorbed this information with a guarded expression. "Why does this involve any of us?"

Charizard breathed in sharply. "I'm not sure. Follow me."

Dakota rolled her eyes but obeyed for a second time, trotting after Charizard's flaming tail.

Charizard led her through an odd-shaped hole in the side of the cavern, hidden by a series or stalactites and stalagmites, into an even smaller cave. There was just enough room for a Charizard, a Mightyena and a small Pokémon crouched in a nest of rocks.

Dakota gasped. It was the Pokémon from her dreams and on the wall! The one in the middle!

Charizard explained quickly. "This is an Eevee. Her name is Galena."

Dakota gasped again. On Galena's forehead, a little off towards the left eye was a silvery white patch of fur, the shape of a moon crescent. In the centre, was a star-like symbol.

"I found her being hunted down by her evolutions," Charizard hissed with distaste. He turned to face Dakota. "All seven of them."

Dakota blinked. "The figures in my dream..." she breathed.

Charizard paused and listened intently. "You need to go back. He will have sent his slaves to look for you."

Dakota tilted her head in confusion.

"They will ask you all if you've found this Eevee. Fake puzzlement. Don't let them know." Charizard bent down slightly so his eyes were level with Dakota's. "Please."

Dakota nodded, none the wiser. "Alright, I promise."

With a quick glance at Galena, Dakota slipped out of the secret caves and into the place that she had been dragged from. No sooner had she turned the corner, Dakota came face to face with the three Ninetales that she had met before entering Dragon Peak.

Find out what happens to Dakota next in issue 81, on sale 21 August!

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FROM THE FORUM

Pokémon World

PKMN.NET Bulbapedia Serebii.net Pokemon Elite 2000 Japanese Pokedex Pokémon Dia...émon Pearl

MasterCharizard15 says:
Everyone rants about Pokémon games!!! So I made this thread to see what everyone thinks and wants for a game. So feel free to say what you want.

@ryptozoologist says:
I think it takes a good plot, hard enemies, and a lot to do. Too bad Nintendo doesn't listen to its fans.

The Musician says:
The concept of the games when Pokémon first came out was great, but it's getting a little overplayed (bad guys trying to take over the world, eight gyms, must complete the Pokédex, etc). Some elements are essential, but Nintendo should change some parts of the game a bit to appeal to the veteran players.

AbsolutePwnage says:
The main thing is lots to do so you don't get bored.

AEROBLASTER says:
The thing that all creative players dream of – Trainer Customizing!

JOIN IN THE CHAT AT WWW. SEREBII. NET

Hi Pokémon World! I am Pokémon's biggest fan ever! Usually I play lots of Pokémon videogames and managed to complete them all! I also keep a look out for new cards, posters,

videogames and toys. Here are some pictures of my bedroom, showing my great collection. Yusuf Karaman, via email.
Thanks Yusuf, good to see our posters on your wall!

When do you take your Pokémon to the doctor?
When it's Koffing.
From Debbie Stringer, age 12

Hi, I'm Gabriela and I'm nine years old. I absolutely adore Pokémon toys, trading cards, quilts, magazines... you name it... everything! *Thanks for the pics Gabriela, keep collecting!*

Have you got something to say in PokéChat? Your own review of a game, photos of you at Pokémon events, or your own Pokémon collection? Or simply want to get something off your chest? Write to us at this address...
PokéChat, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, BH2 6EZ
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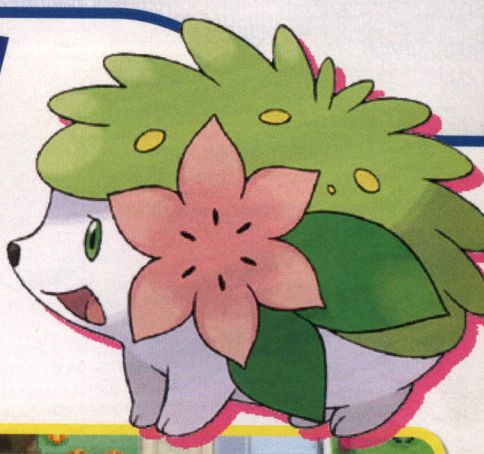
Pokémon Platinum



Continuing a theme that goes back as far as *Pokémon Yellow*, Nintendo has an update of *Diamond* and *Pearl* coming your way next year...

Known as *Pocket Monsters Platina* in Japan, *Pokémon Platinum* is the sequel to *Diamond* and *Pearl* – it's the third Generation IV Pokémon game and this time Giratina is the cover star.

Just like the previous two games, the adventure takes place in the land of Sinnoh and your starting location is once again Twinleaf Town, so if you've already completed the previous games, you will be on familiar territory straight away playing this.

Don't worry, though – there are plenty of changes, enhancements and updates that Nintendo is making to the game to make it a worthwhile purchase whether or not you've played *Diamond* or *Pearl*.

It appears that since the first games took place, the land of Sinnoh has become a much colder place. The climate has changed dramatically, and this is reflected in the new clothes that the stars of the game – Lucas, Dawn and Pearl – are wearing. See our box on the next page for more.

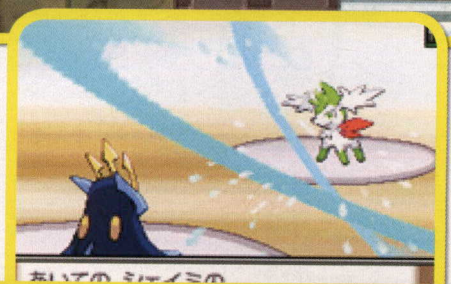
Here we see Dawn in her new woolly hat. She is entering one of the new locations – a spooky castle of fun!

Eagle-eyed Pokémon fans will notice that the look of the Pokémon battle screens has changed, too. The level, HP and Pokémon name graphics have been updated, probably just to distinguish *Platinum* from the previous games. Also redesigned is the Pokétch, although details of what they have done to this essential piece of Pokémon-hunting equipment are sketchy at best.

The developers have also been working on the animations of Pokémon when they are released from Pokéballs, particularly their views from behind. They did something similar back when *Pokémon Emerald* was released, so it's good to see that they are always striving to improve our Pokémon videogames.

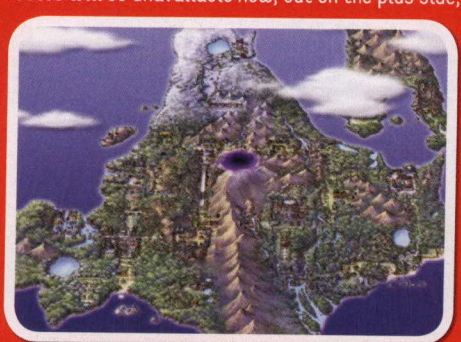
On the story front, both Palkia and Dialga appear at the Spear Pillar with the cover star Giratina appearing in this dimension in front of Cyrus.

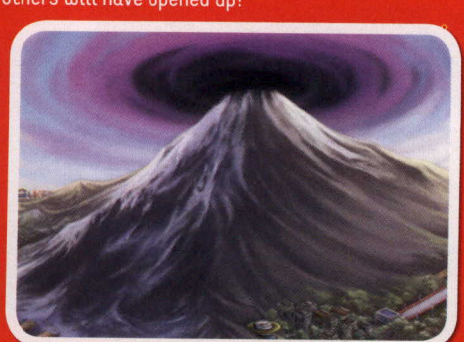
There's an entirely new area to explore now called Torn World. This looks like a Pokémon level unlike anything you will have



IT'S GETTING CHILLY AROUND HERE...

Since the time of *Diamond* and *Pearl*, the land of Sinnoh has been undergoing a shift in climate. The entire area has got colder, with snow now covering many of the mountainous areas. This will mean some routes will be unavailable now, but on the plus side, others will have opened up!





TIME TO PUT ON YOUR WOOLIES...

The land of Sinnoh has suddenly dropped in temperature, which has transformed the landscape and made all the characters in the game dress up warm! Take a look at the new outfits for Lucas, Dawn and Pearl...

LUCAS

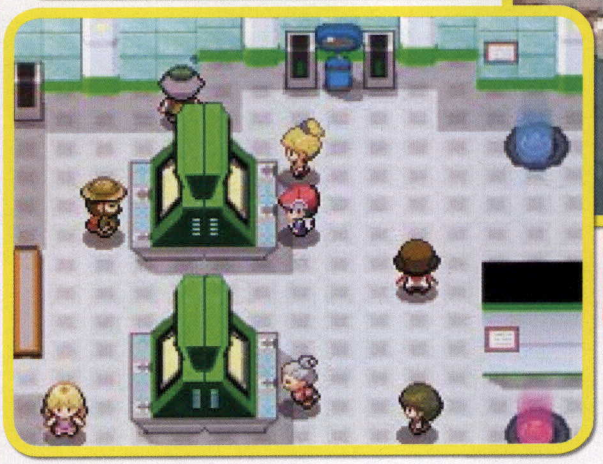
Just like in *Diamond* and *Pearl*, if you choose to play as the boy in *Pokémon Platinum* his default name is Lucas. He lives in Sandgem Town with his dad, grandad and little sister. His dad works for Professor Rowan as a lab assistant and demonstrates how to capture Pokémon using wild Bidoof. His mum, Johanna, can often be found at the Contest Hall.

DAWN

Choose to play as a girl and you get Dawn as your character. She has a nice new pair of fur-lined boots and a hat and scarf to cope in the new cold weather. If you choose to play as Lucas in *Diamond* or *Pearl*, Dawn became Professor Rowan's assistant for the game, and the same is true in *Pokémon Platinum*.

PEARL

Equipped with a snazzy new green scarf to keep the cold out, Pearl is your rival in the fourth generation Pokémon games, although you can rename him to whatever name you dislike the most! He is always in a hurry and often crashes into people as he charges about. You can find him training at Stark Mountain during the week.



You will find a whole bunch of new characters in Eterna City. Those of you who have completed *Diamond* or *Pearl*, rejoice!

Find out more about the new form of a rare Pokémon over the page in our exclusive 'Character Close-Up'!

It's Regigigas Vs Regirock – who do you think will win? The battle screens have been updated and improved in this game.

seen or played before. See the screenshot to the left... the platforms appear to be at 90 degree angles to each other, creating some curious possibilities for puzzling gameplay. Other new areas include a spooky castle, a room with a cool computer, and Floaroma Town has a new archway entrance. Existing areas will also have new buildings and foliage to explore.

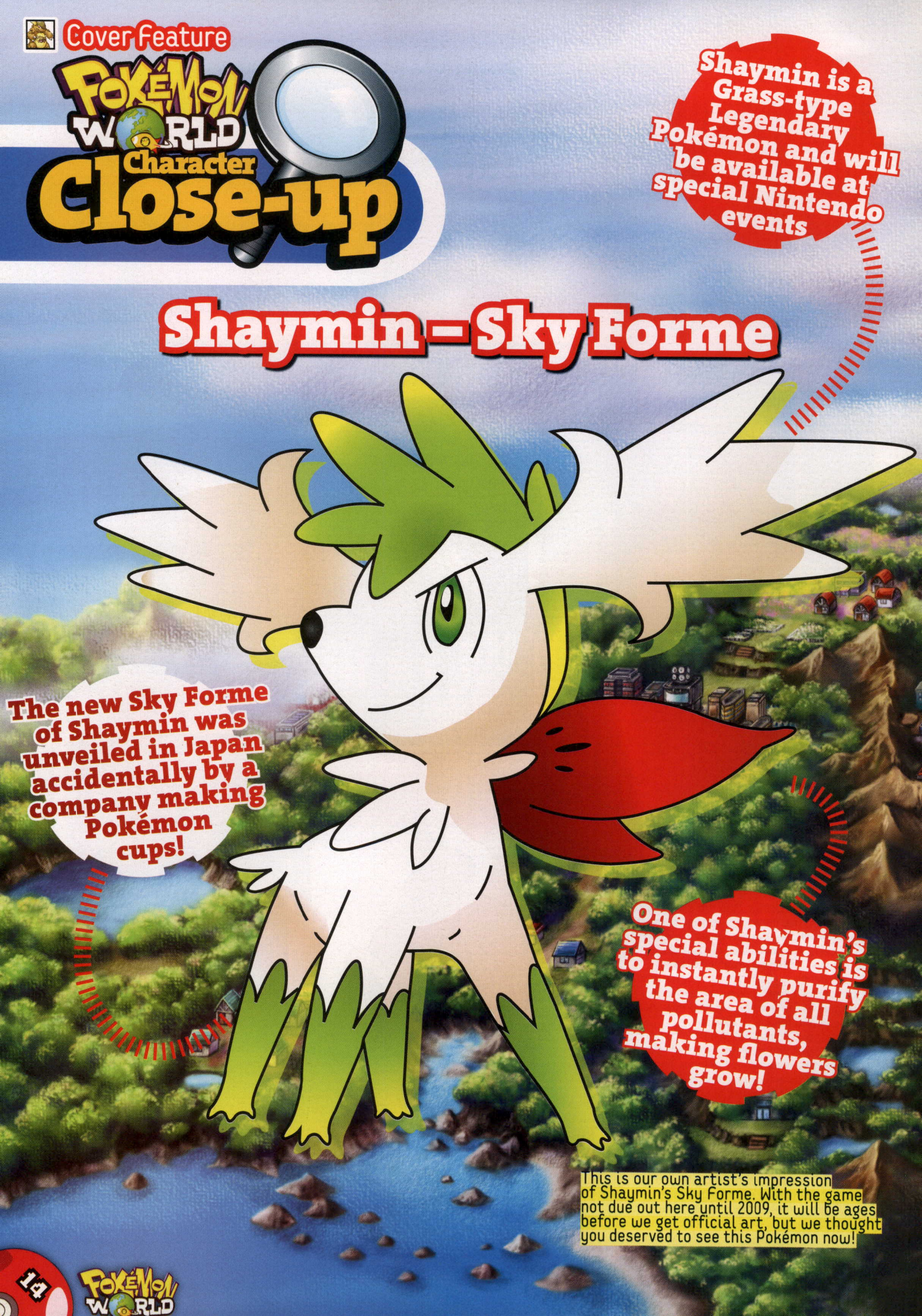
Want more Pokémon? Well the rumour is that at least two new monsters will be added to the Pokédex in *Platinum*. That will take the total to more than 500, if you include the various forms of some Pokémon in the mix!

So there you have it – that's all the information available on *Pokémon Platinum* right now. It's scheduled for a Japanese release for Christmas this year, which means a wait to at least Easter in the UK, maybe even longer. In the meantime, you can check out these cool screenshots we've uncovered.

Pokémon World Character Close-up

Shaymin is a Grass-type Legendary Pokémon and will be available at special Nintendo events

Shaymin – Sky Forme



The new Sky Forme of Shaymin was unveiled in Japan accidentally by a company making Pokémon cups!

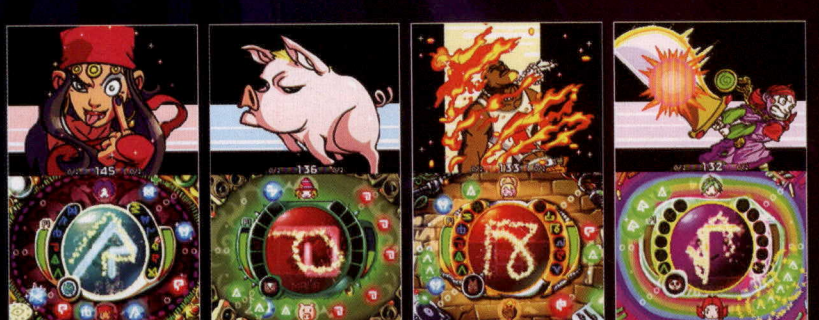
One of Shaymin's special abilities is to instantly purify the area of all pollutants, making flowers grow!

This is our own artist's impression of Shaymin's Sky Forme. With the game not due out here until 2009, it will be ages before we get official art, but we thought you deserved to see this Pokémon now!

ARE YOU DRAWN TO THE MAGIC?

THE ULTIMATE PRIZE AWAITS YOU AT THE MYSTICAL COLLEGE OF RUNES

SPEED, ACCURACY AND TACTICS ARE ALL IMPORTANT IN BATTLE AS YOU DRAW MAGICAL RUNES ON YOUR DS. COLLECT, TRADE, AND CUSTOMIZE YOUR WAY TO OVER ONE-MILLION POSSIBLE SPELLBOOK COMBINATIONS!



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Pokémon Mystery Dungeon

Explorers of Time
Explorers of Darkness

Format DS • **Price** £29.99
Publisher Nintendo • **Game type** Adventure
Release Out now • **Info** But which one to buy?

Two new Pokémon games to help you while away the Summer holidays, but which one should you get? Let us show you the way...

As we've shown you over the last few months, these sequels to the *Pokémon Mystery Dungeon* games are both great looking adventures where you actually get to become a Pokémon. Which one is decided by a personality test that you take at the start of the game.

The big question now is, are they any good? Well these two DS titles (there's no Game Boy version this time) are basically more of the same. With Treasure Town as your base, you must buy items, store items, train your Pokémon in a special maze, link up moves and save money to ensure that you have the best Pokémon rescue team around. You will be sent missions to complete, which involve going into randomly-generated dungeons to fish out silly Pokémon that have got lost inside. As you adventure your way through, you will chance upon nasty Pokémon who will want to fight. Stand up against them and win to progress, or if you lose you will be thrown out of the dungeon and lose money and half of your items. You can send an SOS if you're in trouble, which helps, with any friends you know via email or Wi-Fi coming to your rescue.

Anything else new? Well yes... there are new items like the treasure boxes that need money to open them up. Inside you will find rare items to use on certain Pokémon, or you can trade the boxes for even more rare items at the new shop.

So why two versions eh? Well there are Pokémon that are exclusive to each version, but to be honest it doesn't make a jot of difference because you can unlock them in the other game through the use of Wonder Mail codes – special passcodes you enter. So get whichever game you like the cover artwork of best!

Train your Pokémon well before going head-on with some of the nasty monsters out there!

The developer, Chunsoft, hasn't done an awful lot with the split or touch-screen options on the DS.

TAKE IT ONLINE!

Call upon your Nintendo Wi-Fi mates when you get in trouble in any of the dungeons by sending an SOS signal from your DS. Similarly, you will receive messages from them if they ever need you to help them in return. This is all ingenious stuff you know – well done Nintendo!

nintendo Wi-Fi connection

+ Points Brand new Pokémon adventures for us to all get our teeth into on our Summer hols, albeit it in a style we've probably played before.

- Points The game still feels very much like a Game Boy Advance game playing on the DS. If there's to be more Mystery Dungeons, let's get some DS 'feel' in here!

Final comments It's always great to get new Pokémon games, but the hardcore fans among you will say that these aren't 'proper Pokémon games'. Well, they'll do for now...

POKÉRATING

Disney · Pixar WALL·E

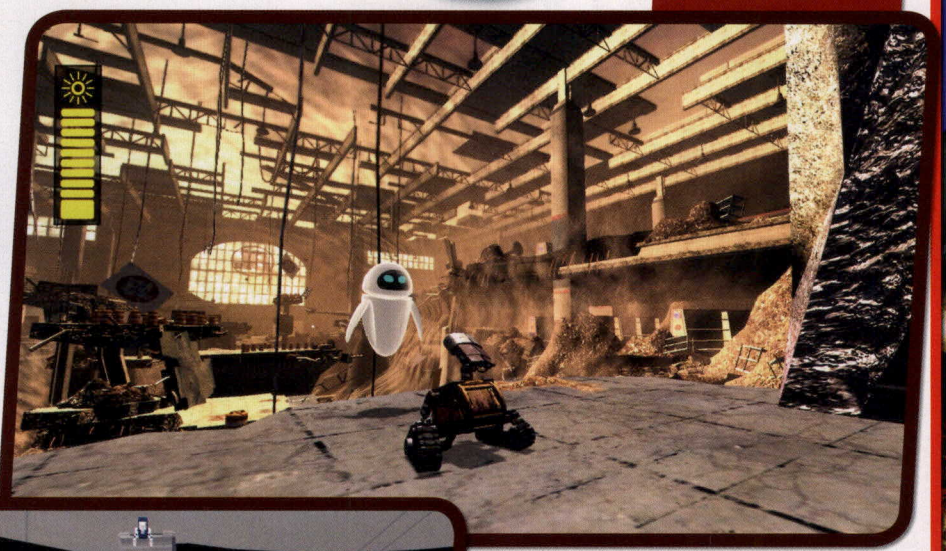
Levels are a mixture of platform, puzzle and timed challenges with similar gameplay available on all the console systems. It's well worth a look!

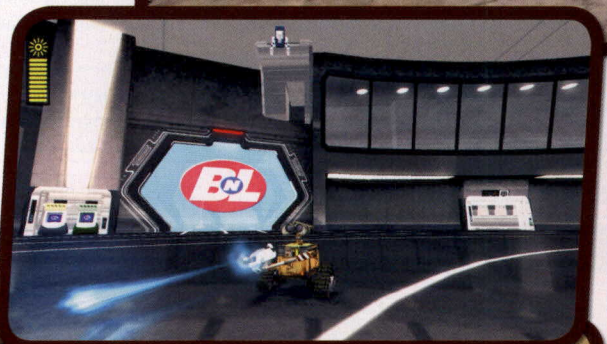
Format All (PS3 screens) • **Price** £19.99-£39.99
Publisher THQ • **Game type** Platform
Release Out now • **Info** The videogame of the new Pixar animated movie!

Hitting cinema screens on 18 July is the new movie from the people that brought you *Toy Story* and *Cars* – oh, and a game for every console!

Games of the blockbuster Summer movie are a tradition in the gaming world. Our crusty boss Nick remembers playing *Ghostbusters* on his Spectrum back in the summer of '84, but he's just really old! Back in the 21st Century, Disney and Pixar have *WALL·E* for you all to enjoy, and we've been playing the next generation version!

The film stars the lonely robot WALL·E (short for Waste Allocation Load Lifter Earth-Class) who has been left on Earth to clean up after the last humans have left. The little robot is soon joined by EVE (Extraterrestrial Vegetation Evaluator), a Search Robot who has been sent down to check whether the planet is habitable again yet. The most thrilling moments from the big screen have been turned into levels of the new game – ten worlds in total with head-to-head multiplayer options, recognisable locations, storylines and characters from the film and lots of dodgy enemies to avoid as you sort out the rubbish, creating neat little piles.





If you've seen the film, then you'll recognise many of the places in the game but the developer, Heavy Iron Studios, has taken the time to include new locations, too, providing a bit more depth.

CALENDAR CAPERS...

WALL·E was one of the star games on our July-December 2008 calendar, free with last issue of Pokémon World. If you missed this great giveaway, grab yourself a back issue now. Point your browser to www.imagineshop.co.uk and click on issue 79.

Disney and Pixar certainly know how to make their movie stars cute and irresistible!

There are also cool multiplayer online modes for the Xbox 360 and PlayStation 3 games where you get to shoot and scavenge with up to three mates on screen at once in a split-screen style.

WALL·E and EVE have quite different control styles: WALL·E is on tracks and able to transform into a cube to avoid attacks, while EVE prefers to glide along, and there's a lot of fun to be had attempting to master these two. Some situations call for them to work together, too, adding to the puzzle element of the game.

+ Points Everything you could wish for from a Pixar movie tie-in, plus lots of extra locations and elements to make it not just a straight port of the movie storyline.

- Points From time to time the game's camera view seems to get a bit confused and can obscure things, and the whizzing around can make you feel sick!

Final comments We found *WALL·E* to be lots of fun. Kind of reminds us of *Short Circuit*, but that's us just showing our age again! See the movie, grab the game, and settle back for some robot antics on your console!

POKÉRATING

Guitar Hero On Tour

Format DS • Price £44.99
Publisher Activision • Game type Rhythm
Release Out now • Info With a guitar widget for DS!

The addictive music-rhythm game comes to DS with an ingenious adaptor to make it an authentic guitar experience!

Videogamers have been raving about *Guitar Hero* ever since it debuted on the PS2 back in 2005. Well clever developer Vicarious Visions has now got a perfect DS version ready to roll, including a unique adaptor called the Guitar Grip, which plugs into the DS and turns your console into a custom rhythm game machine! The main game is all about keeping up with the music by pressing the coloured buttons at the right time, but there's so much more to this DS version.

You will be using the stylus to sign autographs for eager fans of your music skills. Blowing on the DS mic to put out pyrotechnic fires and joining up with like-minded rock nuts over a local wireless network for some co-op jamming sessions!

With six characters to choose from, five unlockable new venues, a choice of guitar colour and the ability to pluck away on the touch screen with the stylus, this game really rocks!

The DS is turned on its side with the music moving from the top screen to the bottom.

+Points The perfect *Guitar Hero* experience in handheld form. Great music, cool controls and bags of originality.

-Points You really must take a break from playing from time to time as the Guitar Grip can make your hands ache!

Final comments A great game for taking on long car journeys – totally engrossing and bucket-loads of fun!

9/10

POKÉRATING

We Love Golf!

Format Wii • Price £39.99
Publisher Capcom • Game type Sports
Release Now • Info Swinging fun!

What could be nicer than playing a few rounds of golf with friends?

One game the Wii could have been made for is golf. Swinging the Wii Remote to hit a golf ball is just the natural way to control such a game! This new Capcom offering caters for both serious golfers and beginners with an 18 hole golfing experience available, or just a bit of putting fun if you don't have much time to play.

Of course, it's all about having fun with your friends or family so on top of a top-notch golf sim, Capcom has also included a bunch of party games and unlockable bonus features to keep you coming back for just one more go!

There's a tutorial mode to get you up to scratch and improve your swing, a multiplayer mode to get up to four Wii players competing for the cup and you can even play as your Mii character for the ultimate personalised golfing experience.

Of course, no Wii game would be complete without an online mode too. In *We Love Golf!* you can challenge other golfers anywhere in the world to a game – well, as long as they've got a Wii and a Wi-Fi connection that is!

Don't let the cartoony graphics fool you – there's a serious golf sim running underneath all the gloss.

+Points Brilliant golf-based fun with your Wii Remote with modes that will please novices and golfing pros alike!

-Points If you've played *Mario Golf* before, you might recognise a lot of this game – it's by the same developer, Camelot.

Final comments Packed with characters, modes, bonus games and with a solid golfing experience underpinning it all, we think this could be the ultimate Wii golf game. Grab your clubs and start swinging!

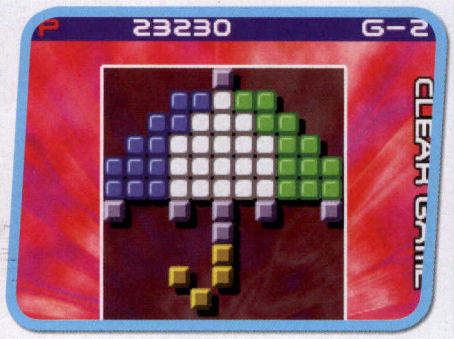
8/10

POKÉRATING

Also available this month...

Arkanoid DS

Format Nintendo DS • Price £19.99
Publisher Square Enix • Game type Arcade
Release Out now • Info An arcade classic



Two arcade classics get an update this month – *Arkanoid* and *Space Invaders*. This *Breakout*-style game was first seen in 1986 and took the genre to a whole new level. There are 140 levels to complete in this updated DS version, with a Quest mode that continuously changes the rules of the game to keep you on your toes. Points won during play can be used to customise the game further, with backgrounds, new blocks and cool sound effects all being unlockable. What always made *Arkanoid* cool, though, was the power-ups. Balls flying in all directions, multi-paddles – all great fun stuff!

Buzz! Master Quiz

Format PSP • Price £19.99
Publisher Sony • Game type Quiz
Release 25 July • Info Buzz in if you know!

Do you enjoy quizzes? Well now you can take them on the move with you with the PSP *Buzz! Master Quiz* game from Sony. You'll find questions on music, celebrities, TV, sport, science, nature, movies and lots more hidden inside this cart. There are six new round types designed specifically for the PSP including a speed-is-of-the-essence Quickfire Challenge, a picture-puzzler Picture This round and the mind-boggling Virus Challenge. Packed with pictures, video and music plus multiplayer modes where you can pass around one PSP to have loads of fun with family or friends, this looks ace!

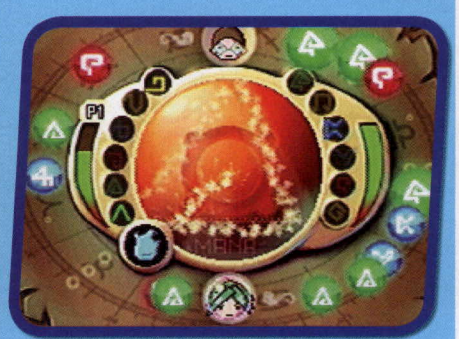
NARUTO : Ultimate Ninja Heroes 2: The Phantom Fortress

Format PSP • Price £29.99
Publisher Atari • Game type Fighting
Release Out now • Info More Naruto action with ghostly castles and lots of fighting!

If it's frantic one-on-one battles you're looking for, then the new *Naruto* game has them in bucketloads! The story revolves around a mysterious phantom castle that has appeared near Hidden Leaf Village. The castle is draining the life from the townspeople and Naruto must infiltrate the castle to find out what's going on and put a stop to the evil! You get to take a custom party of four characters through the 100 floors of the castle with battles, mini-games and twists and turns in the story to play through, all with a great *Naruto* theme. A must for all fans of the series.

Doodle Hex

Format Nintendo DS • Price £29.99
Publisher BitBox Games • Game type Puzzle
Release Out now • Info It's like a mix between puzzle and fighting games!



At the College of Runes, the Doodlers learn how to draw magic runes, outside the college in the Doodlers' Club they use their magic to fight, in a bid to find out who is most powerful! This unique game uses the DS touch screen to make you scribble and draw shapes in an attempt to fight with other rune masters. There are 200 rune moves to learn and the game is packed with wacky characters to take on, and lots of modes for multiplayer fun. To become a winner at *Doodle Hex* you will need speed of thought, a tactical mind and accurate drawing skills. Have you got what it takes?

Space Invaders Extreme

Format PSP, DS • Price £19.99
Publisher Square Enix • Game type Arcade
Release Out now • Info Been around forever!

Everyone knows *Space Invaders* don't they? Our boss used to play it in the local chip shop – long before arcades had even been invented! Well this new version for DS and PSP gives the game a techno-inspired overhaul. There are power-ups aplenty to give the gameplay a boost, but what is most special is a totally immersive sound scheme where sound effects are synchronised with the beats of the music to create a unique gameplay experience. With DS Wireless play, Wi-Fi connectivity, online high-score tables, a multiplayer with a single cart mode and widescreen support for PSP, it's got the lot! Well worth checking out.

Sports Party

Format Wii • Price £19.99
Publisher Ubisoft • Game type Action
Release Out now • Info Sporting fun!

The first game of a new Play Zone label from Ubisoft, this is a great one for family gaming. Set on a tropical paradise island there are nine sporting mini-games to play head-to-head or cooperatively. Three difficulty levels are enough to ensure that everyone from kids and granny can get enjoyment from *Sports Party*. You'll get to take part in matches of croquet, lawn darts, badminton, volleyball, horse shows and mini-golf, and you can chop and change between sports whenever you like to keep the boredom factor down. Of course, all of this works perfectly with the Wii Remote and gets the Play Zone range off to a great start!

Pokémon The First Movie™

Although Japan and America got a head-start on everything Pokémon, it was 14 April 2000 that the UK fans got to queue up at the cinema to see the first Pokémon movie. Everyone was very excited – who would win in a battle between MewTwo and Mew?

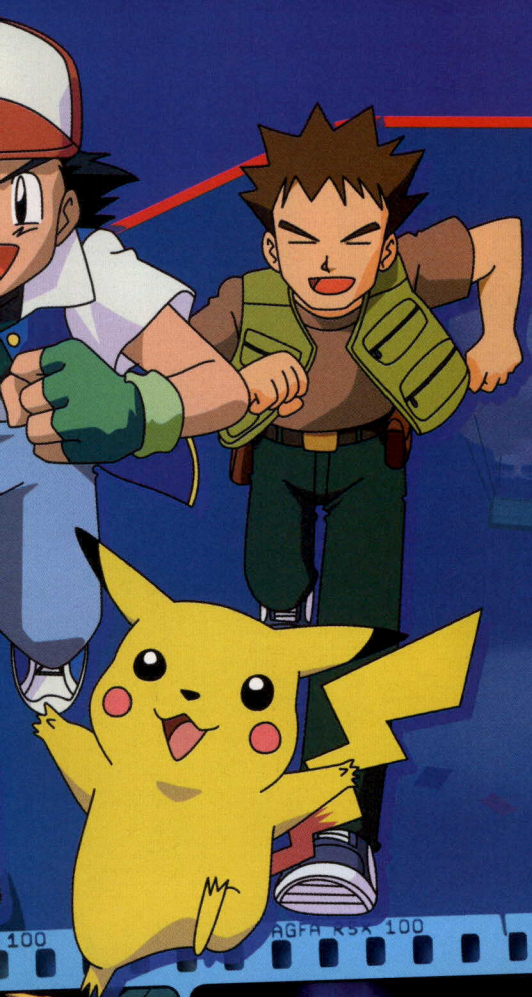
Team Rocket are the trouble makers in this movie, as ever, and their leader Giovanni has created an enhanced clone of Mew in his laboratory. Cunningly naming the creature MewTwo, the Pokémon is confused and full of questions about who he is and where he has come from. MewTwo breaks out of his test tube and Dr Fuji, the head scientist, tells him that he is a clone made by humans. Angered by this news, MewTwo kills Dr Fuji and all the scientists! Giovanni arrives in his helicopter and offers to bring value to MewTwo's life. The Pokémon excepts and soon finds itself in a suit of armour to protect Team Rocket from it rebelling against them.

Team Rocket put this new Pokémon to work around their lair, capturing wild Pokémon and beating any Pokémon Trainers that dare challenge them at the Gym in Viridian City. One of the challengers is Gary Oak himself. As you can imagine, MewTwo soon tires of this and breaks free to return to the island where it was born. The Pokémon vows to get revenue on his creators and prove that he is worthy of life by tracking down the original Mew and beating it in a Pokémon battle!

We catch up with Ash, Brock and Misty as they are making their lunch, and Ash is challenged by a Trainer called Raymond to a battle. Ash excepts, calling out Pikachu, but there's a feeling that they are both being watched by a third party. Just then, a Dragonite flies in with a hologram letter for Ash telling them all to head for a pier to get a ride to New Island, a fortress out in the ocean. They start out on a boat, but a storm is brewing and soon proves too much for the vessel. Ash and Misty's Water Pokémon come to the rescue and get the team to New Island.

They meet the woman who sent Ash the letter and she takes them to meet her master – it turns out to be

The cloned Pokémon have enhanced special moves that make them almost invincible!



MewTwo! Not only that, the mystery woman turns out to be Nurse Joy, who had gone missing from the mainland.

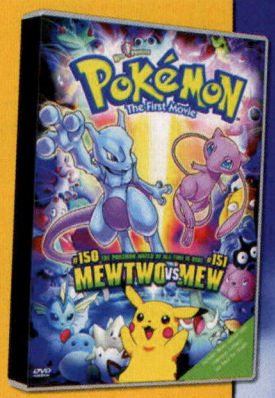
MewTwo challenges Ash and the other Trainers to a battle of clones versus originals. The clones have super-sized powers and it's not very long before they win all the battles and MewTwo captures all the original Pokémon in his new invention – Shadow Balls! Yes, even Pikachu is captured!

Enraged by the loss of his faithful companion, Ash follows the Shadow Balls back to MewTwo's lair and smashes the machine holding the balls, releasing all of the Pokémon in the process. All the noise attracts a curious Mew, who lives in the fortress and it encounters its clone for the first time!

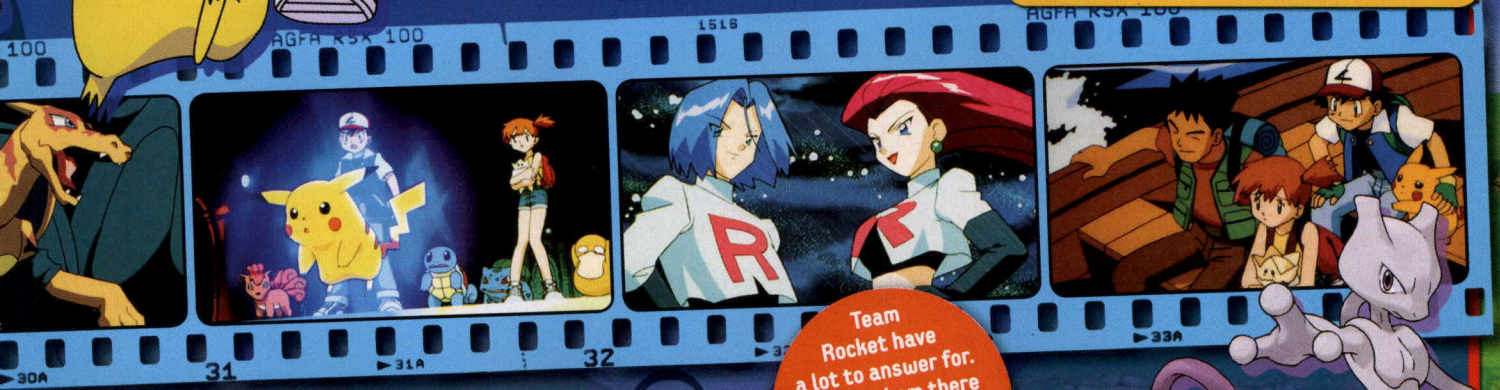
An almighty battle rages, a battle to prove which are best – clones or original Pokémon. Mew likes to think that the original Pokémon will be the victors, as long as they fight without the use of enhanced special powers, but what do you think?

Will MewTwo beat Mew into submission? Will Pikachu defeat his doppelganger, or end up frazzled? Well you'll have to grab yourself a copy of the movie to find out!

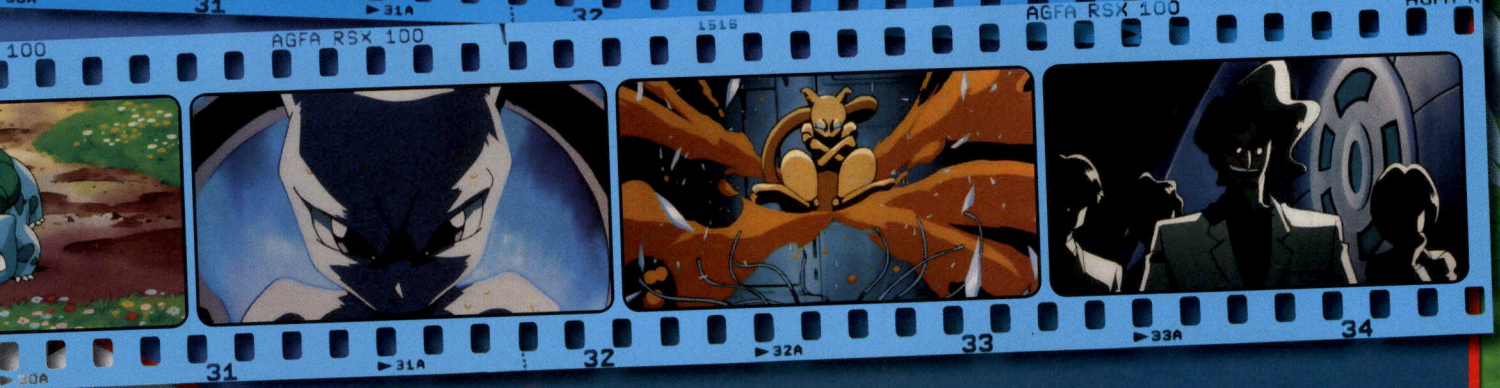
FIRST MOVIE FACTS!



- When the film was first released on VHS video, it came with a free Pokémon Trading Card. Then on its DVD release, a promotional MewTwo card was included in the box!
- There's a bit of a blooper in the movie. In one shot we see Misty with one set of Pokémon, then in the next she has completely changed her Pokémon line-up – how weird!
- Back at the end of 1999, *Pokémon: The First Movie* held the record for animated film that had made the most money in its opening weekend. This record was then taken by *Toy Story 2*.
- Starting a trend, the movie was shown with a short movie before it called *Pikachu's Vacation*.
- For the first time in the Pokémon anime, there was a move used in the movie that hadn't been in the Game Boy games. It was MewTwo's Shadow Ball. It eventually became an in-game move by the third generation of games.



Team Rocket have a lot to answer for. Without them there would be no clones in the first place!



WIN! WIN! WIN!

WIN! A NINTENDO DS LITE AND DOODLE HEX GAMES!

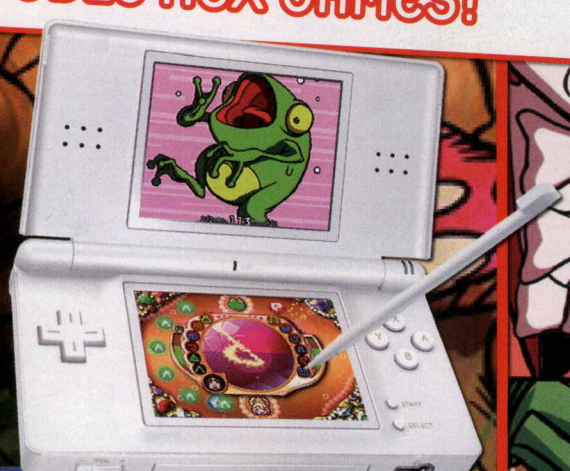
Out this month on DS is a top puzzle battling game where you must draw magic runes on your touch screen to fight against a collection of wacky characters!

The game is fast and furious with more than 200 runes to master and Wi-Fi gameplay so you can challenge players all around the world! We've been given a DS Lite and copies of the game to give away to you lucky readers. Send your answer to pokemonworld@imagine-publishing.co.uk naming your email 'Doodle Compo'. If you really must you can also send your entry in to the usual postal address.

Where did the Doodlers in the game learn their magic skills?

A. The College of Hogwarts
B. The College of Runes
C. The College of pastry making

Please get your entries in by 20 August. Winners will be drawn at random. The best of luck to you!



Competition Rules
1. All entries must be received by 20 August 2008 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

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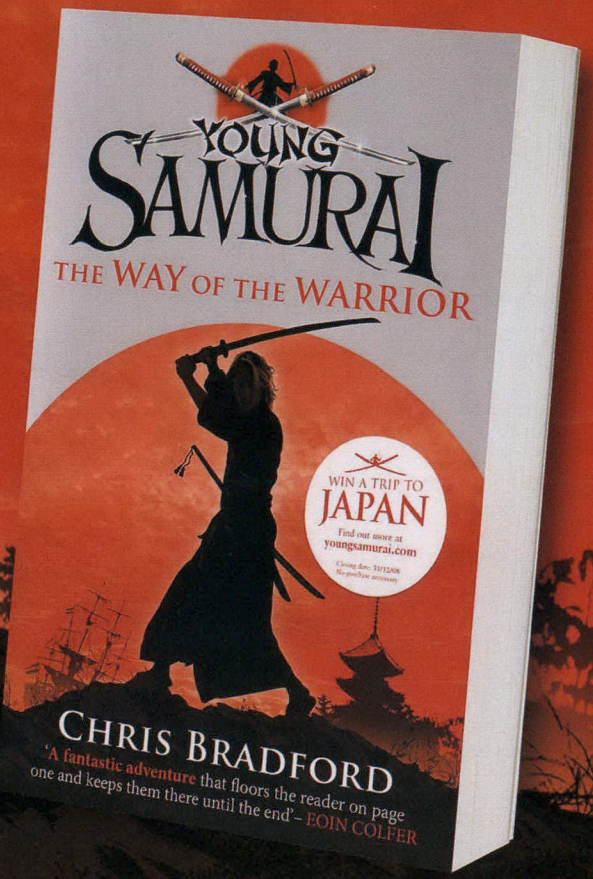
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Four games for the Nintendo DS and Game Boy Advance that allow you to actually become a Pokémon and set off on special rescue missions in ever-changing dungeons.

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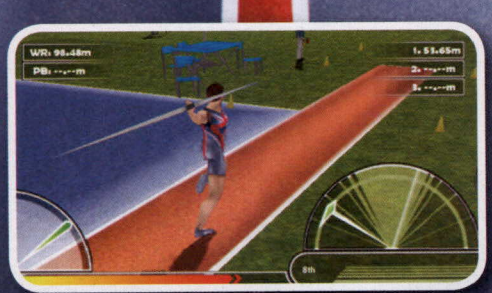
The Sea of Time

To reach the Hidden Land and Temporal Tower in *Explorers Of Time* and *Darkness* you will need to catch a lift on the back of a Lapras – it will take you across the Sea of Time.

LET THE GAMES BEGIN

INTERNATIONAL ATHLETICS



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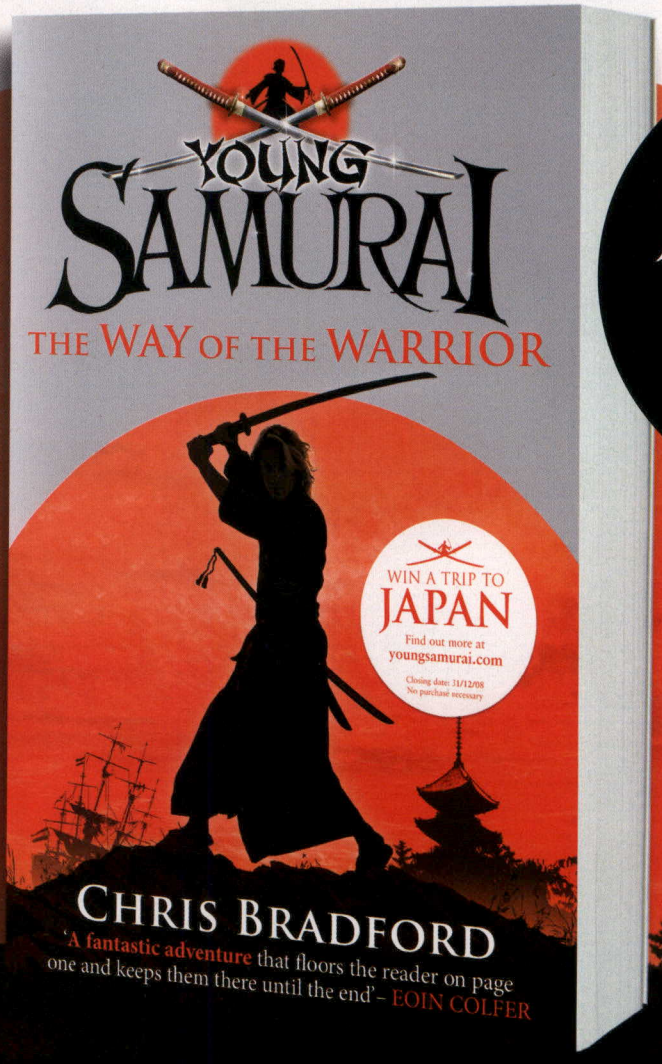
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Lombre

National Pokédex No. 271

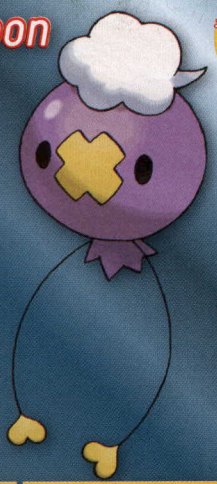
Type: WATER GRASS Classification: Jolly Pokémon

Height: 3' 11" Weight: 71.6lbs Ability: Swift Swim & Rain Dish

Description: It has a mischievous spirit. If it spots an angler, it will tug on the fishing line to interfere.

Drifloon

National Pokédex No. 425



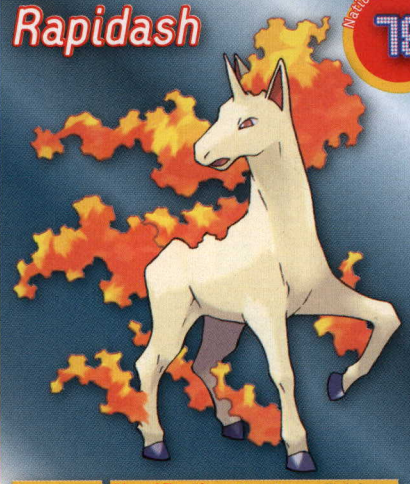
Type: GHOST FLYING Classification: Balloon Pokémon

Height: 1' 04" Weight: 2.6lbs Ability: Aftermath & Unburden

Description: A Pokémon formed by the spirits of people and Pokémon. It loves damp, humid seasons.

Rapidash

National Pokédex No. 78



Type: FIRE Classification: Fire Horse Pokémon

Height: 5' 07" Weight: 209.0lbs Ability: Run Away & Flash Fire

Description: It gallops at nearly 150mph. With its mane blazing ferociously, it races as if it were an arrow.

Kabutops

National Pokédex No. 141

Type: ROCK WATER Classification: Shellfish Pokémon

Height: 4' 03" Weight: 89.3lbs Ability: Swift Swim & Battle Armor

Description: It is thought that this Pokémon came onto land because its prey adapted to life on land.

Mawile

National Pokédex No. 303

Type: STEEL Classification: Deceiver Pokémon

Height: 2' 00" Weight: 25.4lbs Ability: Hyper Cutter & Intimidate

Description: Attached to its head is a huge set of jaws formed by horns. It can chew through iron beams.

Kricketune

National Pokédex No. 402

Type: BUG Classification: Cricket Pokémon

Height: 3' 03" Weight: 56.2lbs Ability: Swarm

Description: It crosses its knife-like arms in front of its chest when it cries. It can compose melodies ad lib.

Pupitar

National Pokédex No. 247

Type: ROCK GROUND Classification: Hard Shell Pokémon

Height: 3' 11" Weight: 335.1lbs Ability: Shed Skin

Description: Its body is as hard as bedrock. By venting pressurised gas, it can launch itself like a rocket.

Skitty

National Pokédex No. 300

Type: NORMAL Classification: Kitten Pokémon

Height: 2' 00" Weight: 24.3lbs Ability: Cute Charm & Normalize

Description: It can't stop itself from chasing moving things, and it runs in a circle, chasing its own tail.

Omanyte

National Pokédex No. 138

Type: ROCK WATER Classification: Spiral Pokémon

Height: 1' 04" Weight: 16.5lbs Ability: Swift Swim & Shell Armor

Description: A Pokémon that was resurrected from a fossil using modern science. It swam in ancient seas.

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 65 ATTACK 100 DEFENSE 70 SP. ATT 80 SP. DEF 80 SPEED 105

Anime: Ash had a Ponyta that he used in a Pokémon Marathon in 'The Flame Pokémon-athon'. Towards the end of the race it evolved into a Rapidash.

Location: *Diamond* and *Pearl* don't have any Rapidash in them, you will need to evolve a Ponyta to get one, or transfer one to the Field in Pal Park.

Evolution:
Basic > At Lv.40

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 90 ATTACK 50 DEFENSE 34 SP. ATT 60 SP. DEF 44 SPEED 70

Anime: The episode 'Drifloon On The Wind!' has the first appearance of Drifloon in the anime. Lots of them were friends with two young nurses.

Location: When playing *Diamond* or *Pearl* you will only get the chance to capture Drifloon once every Friday at the Valley Windworks.

Evolution:
Basic > At Lv.28

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:
HP 60 ATTACK 50 DEFENSE 50 SP. ATT 60 SP. DEF 70 SPEED 50

Anime: Brock owned a Lotad that evolved into a Lombre in the episode 'Take The Lombre Home'. The people of the village Ash is in think that Lombre will bring back their water.

Location: This is an uncommon Pokémon. Check out Routes 214 and 229 (using the dongle method from *Sapphire*), or the Pond in Pal Park.

Evolution:
Basic > At Lv.14 > Water Stone

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 77 ATTACK 85 DEFENSE 51 SP. ATT 55 SP. DEF 51 SPEED 65

Anime: There was a brief appearance by a Kricketune during a Floaroma Pokémon Contest in 'Settling a Not-So-Old Score!'.

Location: A common Pokémon, find one on Routes 206, 210, 212, 214 and 215 or take a look around the Trophy Garden.

Evolution:
Basic > At Lv.10

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:
HP 50 ATTACK 85 DEFENSE 85 SP. ATT 55 SP. DEF 55 SPEED 50

Anime: Mawile made its first ever anime appearance in 'Once In A Mawile'. It was owned by a woman called Samantha and took a fancy to Brock's Lombre.

Location: You need to use the dongle method with *Pokémon Ruby* to get one of these in *Diamond* or *Pearl*, or transfer to the Pal Park Mountain.

Evolution:
Basic

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 60 ATTACK 115 DEFENSE 105 SP. ATT 65 SP. DEF 70 SPEED 80

Anime: Ash first came across Kabutops on a theme park island full of giant mechanical Pokémon. It was in the episode 'Island Of The Giant Pokémon'.

Location: You won't find a Kabutops in the DS games so you will have to transfer one via the Pal Park Sea or evolve a Kabuto.

Evolution:
Basic > At Lv.40

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 35 ATTACK 40 DEFENSE 100 SP. ATT 90 SP. DEF 55 SPEED 35

Anime: Ash came across an Omanyte in 'Attack Of The Prehistoric Pokémon' along with all other first generation fossil Pokémon.

Location: Being a fossil Pokémon, you can revive an Omanyte from a Helix Fossil. When transferring one to Pal Park check out the Sea.

Evolution:
Basic > At Lv.40

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:
HP 50 ATTACK 45 DEFENSE 45 SP. ATT 35 SP. DEF 35 SPEED 50

Anime: In the episode 'I Feel Skitty' May manages to catch herself a Skitty, making this its first appearance in the anime.

Location: Skitty is a swarm Pokémon and can be found around Route 222 in *Diamond* or *Pearl*. Or the Field in Pal Park.

Evolution:
Basic >Moon Stone

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 70 ATTACK 84 DEFENSE 70 SP. ATT 65 SP. DEF 70 SPEED 51

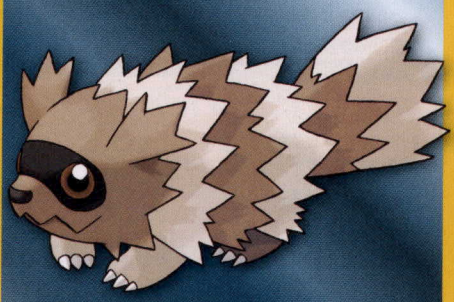
Anime: A guy called Ritchie has a Pupitar that he calls Cruise. It first appeared in the episode 'The Mystery Is History!'.

Location: Evolve a Larvitar to get a Pupitar into your DS games, or if using the Pal Park check out the Mountain after transferring.

Evolution:
Basic > At Lv.30 > At Lv.55

Zigzagoon

National Pokédex No. 263



Type: NORMAL Classification: Tinyracoon Pokémon

Height: 1' 04" Weight: 38.6lbs Ability: Pickup & Gluttony

Description: It walks in a zigzag fashion. It is good at finding items in the grass and even in the ground.

Carvanha

National Pokédex No. 318

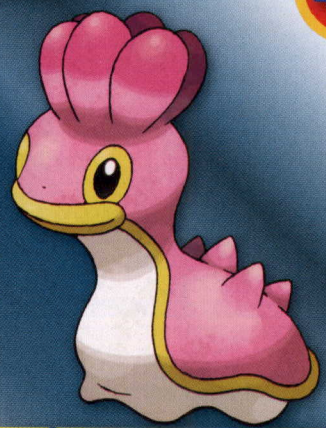
Type: WATER DARK Classification: Savage Pokémon

Height: 2' 07" Weight: 45.9lbs Ability: Rough Skin

Description: They swarm any foe that invades their territory. Their sharp fangs can tear out boat hulls.

Shellos

National Pokédex No. 422



Type: WATER Classification: Sea Slug Pokémon

Height: 1' 00" Weight: 13.9lbs Ability: Sticky Hold & Storm Drain

Description: Its colors and shapes differ from region to region. In the Sinnoh region, two types are confirmed.

Exeggutor

National Pokédex No. 103

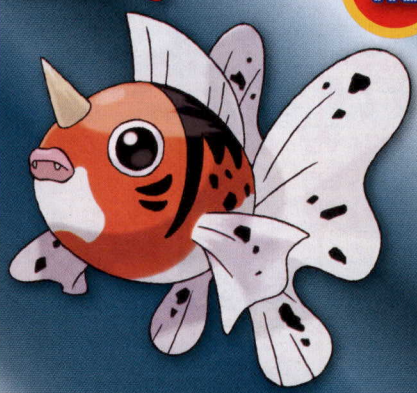
Type: GRASS PSYCHO Classification: Coconut Pokémon

Height: 6' 07" Weight: 264.6lbs Ability: Chlorophyll

Description: It is called 'The Walking Jungle'. If a head grows too big, it falls off and becomes an Exeggcute.

Seaking

National Pokédex No. 119



Type: WATER Classification: Goldfish Pokémon

Height: 4' 03" Weight: 86.0lbs Ability: Swift Swim & Water Veil

Description: It makes its nest by hollowing out boulders in streams with its horn. It defends its eggs with its life.

Weavile

National Pokédex No. 461

Type: DARK ICE Classification: Sharp Claw Pokémon

Height: 3' 08" Weight: 75.0lbs Ability: Pressure

Description: They live in cold regions, forming groups of four or five that hunt prey with impressive coordination.

Jirachi

National Pokédex No. 385

Type: STEEL PSYCHIC Classification: Wish Pokémon

Height: 1' 00" Weight: 2.4lbs Ability: Serene Grace

Description: It is said to have the ability to grant any wish for just one week every thousand years.

Kricketot

National Pokédex No. 401

Type: BUG Classification: Cricket Pokémon

Height: 1' 00" Weight: 5.0lbs Ability: Shed Skin

Description: It shakes its head back to front, causing its antennae to hit each other and sound like a xylophone.

Charmeleon

National Pokédex No. 5

Type: FIRE Classification: Flame Pokémon

Height: 3' 07" Weight: 41.9lbs Ability: Blaze

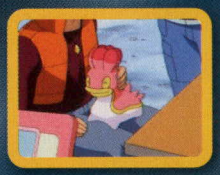
Description: In the rocky mountains where Charmeleon live, their fiery tails shine at night like stars.

Sprite: *Diamond & Pearl* (East)

Sprite: *Diamond & Pearl* (West)

Base statistics:
HP 76 ATTACK 48 DEFENSE 48 SP. ATT 57 SP. DEF 62 SPEED 34

Anime: A West Sea Shellos is owned by Zoey, a Pokémon coordinator, in the episode 'A Stand-Up Sit-Down!'.



Location: Shellos is a common Pokémon and can be found on Routes 205, 213, 218, 221 and 224 or try the Fuego Ironworks or Valley Windworks.

Evolution:
Basic > At Lv.30

Shellos → Gastrodon

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:
HP 45 ATTACK 90 DEFENSE 20 SP. ATT 65 SP. DEF 20 SPEED 65

Anime: In the episode 'A Corphish Out Of Water', Ash had a sick Corphish that he had to get to a Pokémon Center by crossing a river infested with Carvanha.

Location: A common Pokémon, you can find one in the Great Marsh using a Super Rod or it appears in the Sea of Pal Park.

Evolution:
Basic > At Lv.30

Carvanha → Sharpedo

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:
HP 38 ATTACK 30 DEFENSE 41 SP. ATT 30 SP. DEF 41 SPEED 60

Anime: In the episode 'In The Knicker Of Time' a guy called Nicholai, a Pokémon trainer from Hoenn, caught a Zigzagoon.

Location: A swarm Pokémon, you can find a Zigzagoon on Route 202 or if transferring to the Pal Park look in the Field.

Evolution:
Basic > At Lv.20

Zigzagoon → Linoone

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 70 ATTACK 120 DEFENSE 65 SP. ATT 45 SP. DEF 85 SPEED 125

Anime: 'Lucario And The Mystery Of Mew' is the movie to check out for Weavile. A Trainer named Kidd Summers owns two of them.

Location: You will need to evolve a Sneasel to get Weavile into *Diamond* or *Pearl*.

Evolution:
Basic > Level up with Razor Claw (Night)

Sneasel → Weavile

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 80 ATTACK 92 DEFENSE 65 SP. ATT 65 SP. DEF 80 SPEED 68

Anime: Interestingly both Ash Ketchum and Professor Oak have owned Seaking Pokémon. You can see some in 'The Great Eight Fate'.

Location: There are lots. Look on Routes 203, 204, 209, 212 and 214 or Lake Acuity, Lake Verity, Twinleaf Town, Lake Valor, Resort Area and Sendoff Spring with the Super Rod.

Evolution:
Basic > At Lv.33

Goldeen → Seaking

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 95 ATTACK 95 DEFENSE 85 SP. ATT 125 SP. DEF 65 SPEED 100

Anime: In the episode 'The March Of The Exeggutor Squad' Ash finds himself hypnotised by Melvin's Exeggcute and is forced to capture lots of Exeggutor.

Location: There are no Exeggutor in the new DS games so you will have to evolve an Exeggcute or look in the Forest of the Pal Park.

Evolution:
Basic > Leaf Stone

Exeggcute → Exeggutor

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 58 ATTACK 64 DEFENSE 58 SP. ATT 80 SP. DEF 65 SPEED 80

Anime: In 'March Of The Exeggutor Squad' Ash's Charmander evolved into a Charmeleon. It was very disobedient and soon evolved again into a Charizard.

Location: You won't find a Charmeleon in *Diamond* and *Pearl* so you will have to transfer one where it will appear in the Pal Park Field.

Evolution:
Basic > At Lv.16 > At Lv.36

Charmander → Charmeleon → Charizard

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 37 ATTACK 25 DEFENSE 41 SP. ATT 25 SP. DEF 41 SPEED 25

Anime: Kricketot are quite rare in the Pokémon anime, but you can see them among other Pokémon playing in a garden in the movie *The Rise Of Darkrai*.

Location: A common Pokémon, find one on Route 202, 203, 204 and 207 either in the morning or nighttime.

Evolution:
Basic > At Lv.10

Kricketot → Kricketune

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:
HP 100 ATTACK 100 DEFENSE 100 SP. ATT 100 SP. DEF 100 SPEED 100

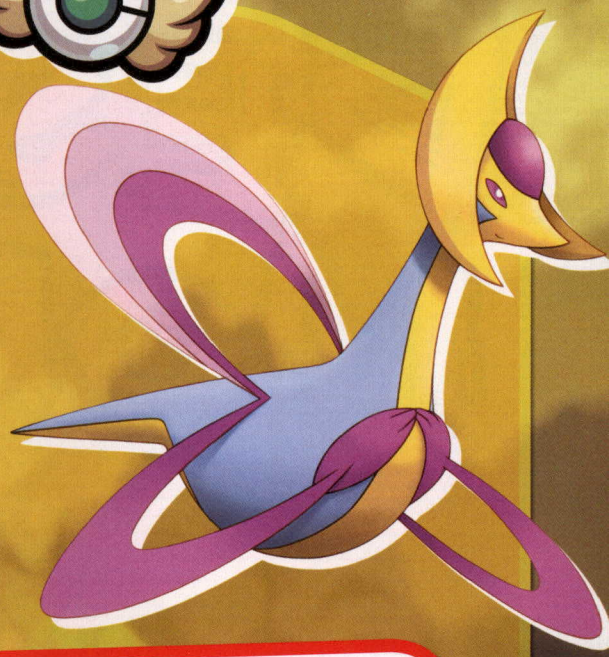
Anime: The only appearance of Jirachi in the anime is in the movie *Jirachi: Wish Maker*. It will only wake up during the thousand-year comet.

Location: The only way to get Jirachi into your DS games is to transfer one with the Pal Park. It will turn up in the mountain.

Evolution:
Basic

Jirachi

POKÉ PUZZLES



Explorers of Time & Darkness Wordsearch!

Think you know the new DS games? Well try to find these 19 words inside this wondrous wordsearch...

- BRINECAVE
- CRYSTALLAKE
- DARKNESS
- DUSKULLBANK
- EXPEDITION
- EXPLORERS
- FOGBOUNDLAKE
- GEARS
- GUILD
- MIRACLESEA
- MYSTERYJUNGLE
- RELIC
- SHIMMERDESERT
- SKYSTAIRWAY
- TEMPORALTOWER
- TIME
- TREASURE
- TREASURETOWN
- WIGGLYTUFF

J	P	L	T	R	E	A	S	U	R	E	T	O	W	N
C	Z	B	V	E	V	A	C	E	N	I	R	B	A	O
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K	B	M	A	T	F	H	S	R	E	L	I	C	N	D
E	G	F	U	N	H	O	A	Y	E	T	H	W	C	U
R	O	F	I	U	V	D	G	R	K	R	S	K	A	G
U	F	Z	U	N	K	I	R	I	T	S	S	Y	D	W
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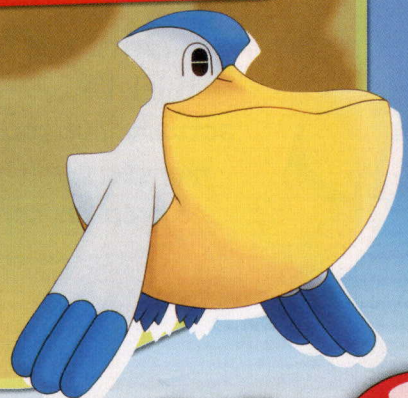
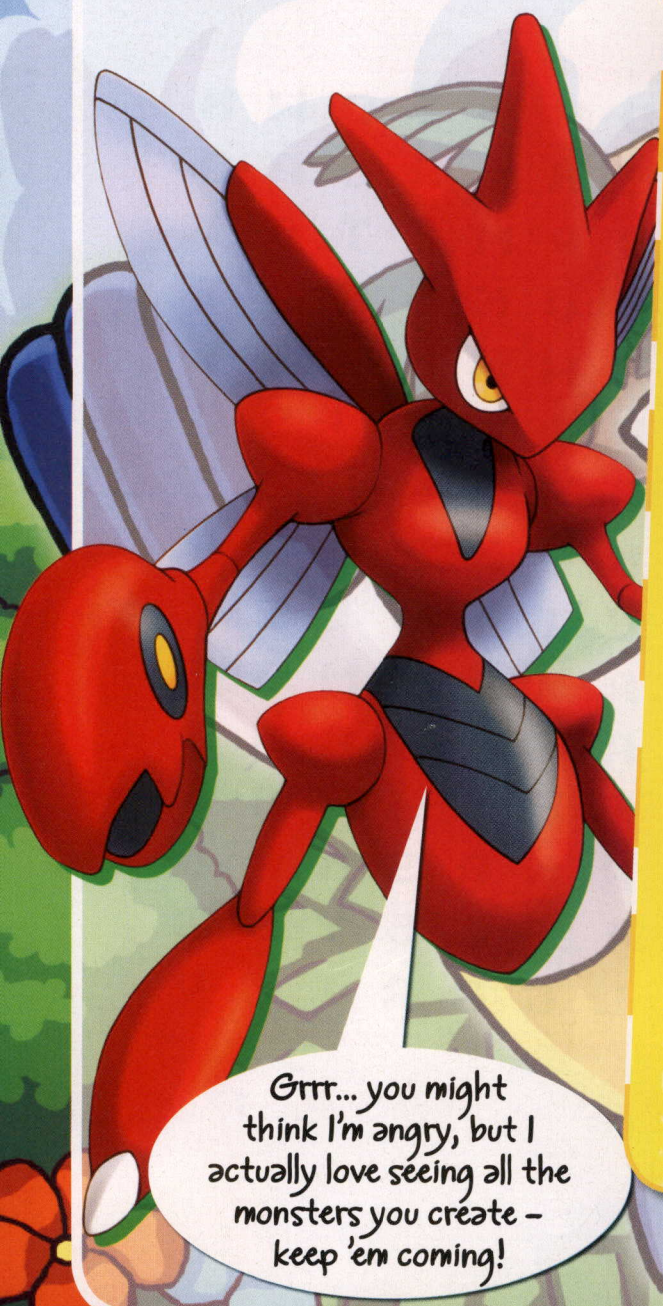


DESIGN A MONSTER!

Time to catch up with all the brilliant monsters that you have drawn and sent in – thanks for these! Just make sure you put your name on the back of each pic!



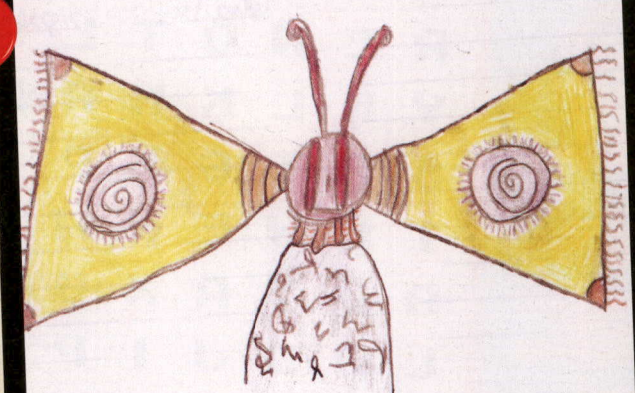
Grrr... you might think I'm angry, but I actually love seeing all the monsters you create – keep 'em coming!

Monster of the Month!

Evolution: **Caterpie/Metapod/Butterfree/Dustox**

Dustox

1



Pokémon type: Bug/Flying

Special attacks: Poison Powder, Stun Spore, Lightscreen

Brief Description: Dustox is probably one of the biggest Bug Pokémon at an astonishing 2.2m. It has an incredible wingspan of 5m.

William Johnston, age ten, Leeds

Important
Sadly we can't return any of your drawings as it would take us all day just putting pictures in envelopes! We do try to print as many monsters as we can, but inevitably not all will make it on to the page.

Evolution: None

Super Flying Ball

2

Pokémon type: Flying/Normal

Special attacks: Freeze, Electric Spin, Firebolt, Thunder Through

Brief description: Funny, friendly, happy, cute and cuddly flying Pokémon. This monster is a joy to behold!

Kirsty Crawford, age nine, Inverkip

Evolution: From Golduck

Mega Duck

3

Pokémon type: Flying

Special attacks: Hydro Pump, Water Pulse, Water Gun

Brief description: This Pokémon is extremely rare. To make a Golduck evolve you must let it hold on to a Water Stone and it will then evolve with happiness.

Sam Wingfield, age 11, York

DID YOU KNOW?

Every year a giant Pikachu balloon appears in the Macy's Thanksgiving Day Parade in New York City.

Evolution: None

Hamla

4

Pokémon type: Normal

Special attacks: Slash, Crush Claw, Hyper Claw, Crunch

Brief description: Although it has a cute appearance, this Pokémon is a fighter and will never give up.

Robbie Ducker, age 11, Spain

Evolution: None

Kraken

5

Pokémon type: Dragon

Special attacks: Fire Drill, Burning Knee Kick, Betray, Hypnotize

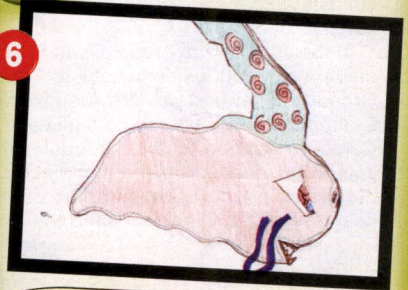
Brief description: Very little is known about the Kraken, except that it has a very large horn on the top of its head.

Conner Joyce, age 11

Evolution: Evolves from Ditto

Espean

6



Pokémon type: Unknown

Special attacks: Super Pulse, Fissure, Metronome, Heatwave

Brief description: This Pokémon can only be found in lava. Some have been spotted at Mt Ember. Nobody has ever managed to catch one yet.

Jake Bond, age 11, Wigan

SEND IN YOUR CREATION...

If you've drawn a monster and you would like to share it with other Pokémon World readers, then either email it to pokemonworld@imagine-publishing.co.uk making sure you put 'Design-A-Monster' in the subject line, or send it by post to... Design A Monster, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

Pokémon TRADING CARD GAME

Pokémon TRADING CARD GAME NATIONAL CHAMPIONSHIPS 2007 – 2008

PTCG UK Nationals 2008

Cameron Dilley, Nicholas Fotheringham and the Sekkoum Brothers take on London and WIN!

A total of 134 Pokémon Trading Card Game players invaded London on Saturday 7 June to battle it out in over eight hours of Pokémon TCG tussles to claim the title of UK Nationals Champion 2008.

As we predicted last issue, the main decks played were Gardevoir/Gallade, Empoleon/Omastar and a smattering of Magmortar/Magkiss decks.

In the Juniors age group, Cameron Dilley made a stupendous comeback to Pokémon Organized Play and was crowned Nationals Champion 2008. Battling hard all day, Cameron went on to win in a tough Junior age group, never dropping a game. He spoke of how the encouragement of the London League Players, Organisers and the kind

thoughts of all the Pokémon Players and Pokémon World readers gave him the boost he needed to overcome his chronic fatigue syndrome to make it to Nationals and win.

Cameron tweaked his Gardevoir/Gallade deck and added a three Diglett, two Secret Wonders and one Crystal Guardian Dugtrio line to fend off attacks from Empoleon decks, and he used Gardevoir's 'Psychic Lock' attack to prevent his opponents using Poké-Powers. Dugtrio protected his bench and was key to beating the new Empoleon Decks and, of course, Gardevoir used 'Psychic Lock' when needed to prevent his opponent's Omastars from de-evolving his Pokémon.

A big well done for Cameron and all of us here at Pokémon World wish him good health and good luck as he prepares for this year's Pokémon TCG World Championships in Florida. Our best wishes for you Cameron and we know you will give your all when you represent the UK at Worlds in August.

In the Seniors age group, Nicholas Fotheringham was going for broke and proved once again that when he is on form he is unstoppable. A string of wins took him through the swiss, top 16 and then on to win in the finals. Nicholas played a very stable Gardevoir/Gallade deck and used Pachirisu, Claydol and Tauros to add draw power and control to the deck. Tauros was a good substitute for a third Pachirisu, giving Nicholas a choice to discard a Stadium in play when Tauros was played from his hand to his bench and, of course, it could attack with 'Call for Family' and bring out two basic Pokémon from his deck and put them on his bench.

Nicholas also ran Crystal Beach; it gave him a way to slow his opponent down in mirror matches against other Gardevoir/Gallade decks and, of course, any deck where 'Scramble', 'Double Rainbow' and 'Boost' energy were heavily used. A well played Crystal Beach can severely hamper an opponent, and Tauros, together with the two Windstorms in his deck,

POKÉMON PLAYER PROFILE

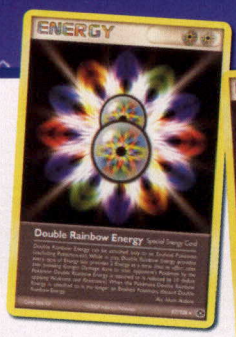
Name: Cameron Dilley
Age group: Juniors
Deck played: Gallade/Gardevoir
Favourite Pokémon: Typhlosion
Pokémon league: North London League
Currently playing: Pokémon Diamond
Favourite Pokémon character: Gary Oak

POKÉMON PLAYER PROFILE

Name: Nicholas Fotheringham
Age group: Seniors
Deck played: Gallade/ Gardevoir
Favourite Pokémon: Charizard
Pokémon league: Crawley
Currently playing: Pokémon Diamond
Favourite Pokémon character: Professor Oak (because he is like my dad!)

gave Nicholas a way to utilise the power of Crystal Beach and yet still get rid of it when the time came to play his own 'Double Rainbow' energy.

Yacine Sekkoum made it a one, two, three for Gardevoir/ Gallade players with his first place in the Master Age Group. Yacine played a 'Plox' variant of the deck with the emphasis on Gardevoir over Gallade and with Dusknoir as tech to return any benched threats to his opponent's deck.



Second place went to his brother, last year's champion Sami Sekkoum. Would Sami have won out if the brothers had played the finals match against each other? Well, we shall never know! Sami conceded to Yacine in the final and that battle is one to be fought another day. But Ditto picked the deck Sami played as his Hot Pick from the 2008 Nationals; the Garchomp Deck Sami played shocked and awed all who played against him and we are sure the Sekkoum brothers will do well at Worlds.

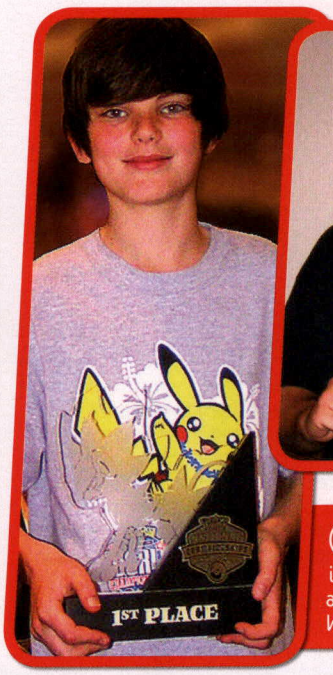
Both of them utilised the new Chatot from the Diamond & Pearl Majestic Dawn set; by using the attack 'Mimic' for no energy, Chatot can give you an attack that works just like a Copy Cat and has you shuffle your hand into your deck and then draw cards equal to the number of cards in your opponent's hand. Couple the no energy attack with 60 HP and free retreat and we can see that Chatot may soon become a staple draw tech card – just like Claydol has. Expect to see both played in future decks.

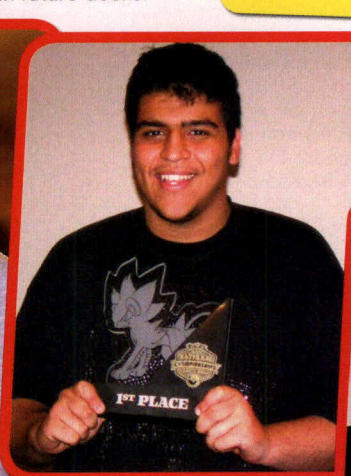
SAMI SEKKOUM'S 2ND PLACE DECK

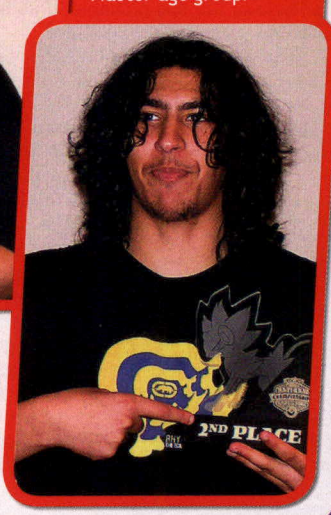
24 Pokémon
- 2 x Claydol (#15/106 Diamond & Pearl Great Encounters)
- 2 x Baltoy (#60/106 Diamond & Pearl Great Encounters)
- 1 x Dusknoir (#2/130 Diamond & Pearl)
- 1 x Duskull (#80/130 Diamond & Pearl)
- 1 x Dugtrio (#5/100 EX Crystal Guardians)
- 1 x Diglett (#85/132 Diamond & Pearl Secret Wonders)
- 1 x Garchomp LV. X (#97/100 Diamond & Pearl Majestic Dawn)
- 3 x Garchomp (#9/123 Diamond & Pearl Mysterious Treasures)
- 2 x Gabite (#48/123 Diamond & Pearl Mysterious Treasures)
- 3 x Gible (#85/123 Diamond & Pearl Mysterious Treasures)
- 2 x Phione (#12/100 Diamond & Pearl Majestic Dawn)
- 1 x Pachirisu (#5/106 Diamond & Pearl Great Encounters)
- 1 x Unknown Q (#49/100 Diamond & Pearl Majestic Dawn)
- 1 x Chatot (#55/100 Diamond & Pearl Majestic Dawn)
- 1 x Absol EX (#92/108 EX Power Keepers)
- 1 x Rotom (#13/100 Diamond & Pearl Majestic Dawn)

23 Trainers
- 4 x Crystal Beach
- 4 x Roseanne's Research
- 4 x Celio's Network
- 3 x Rare Candy
- 1 x Team Galactic's Wager
- 2 x TV Reporter
- 1 x Holon Mentor
- 1 x Strength Charm
- 1 x Plus Power
- 1 x Time Space Distortion
- 1 x Night Maintenance

13 Energy Cards
- 4 x Lightening
- 3 x Psychic
- 3 x Water
- 2 x Fighting
- 1 x Basic Metal







Yacine Sekkoum (left) and Sami Sekkoum (below) took 1st and 2nd place in the Master age group.

Nicholas Fotheringham wins in the Senior age group and wears his new Pikachu Worlds T-shirt with pride!

The Garchomp deck Sami played was packed full of Pokémon with 'Future Tech' written all over them. By that we mean that some of the Pokémon are going to become staples in any new deck. Chatot, as we said, is bound to see a lot of play, as is Phione with the 'Evolution Wish' attack acting as a combination Rare Candy and Celio's Network. Then there's Rotom with the no energy 'Dual Trans' attack that can get two energy back from the discard pile and attach to one of your Pokémon.

These cards are bound to be played more and more as time goes on; they will be left in play to be sacrificed to a second or third turn knockout while they use their attacks to help build up a big hitter threat, or threats, on the bench. And let us not forget the Garchomp line itself, ending with the amazing Garchomp LV.X – here is a Pokémon with 140 HP, free retreat, and a Poké-Power 'Dragon Pulse' that can place up to three damage counters on all your opponent's benched Pokémon. It also has an attack, 'Restore', that for no energy takes any one Pokémon from your discard pile (except LV.X Pokémon) and puts it into play on your bench as a basic Pokémon, then you may search your discard pile for up to three basic energy cards and attach them to that now basic Pokémon.

This means Garchomp LV.X can instantly power up another Garchomp on your bench for the loss of one turn's attack. And remember the newly restored Pokémon is a basic Garchomp and would ignore the effects of the still playable, until September, Battle Frontier Stadium Card.

After a few rounds of attacks and a well played Garchomp LV.X, when damage counters are scattered among your opponent's Pokémon, why not take a prize by dropping Absol EX on the table and using the 'Cursed Eyes' Poké-Body to shift three damage counters from one of your opponent's Pokémon to another of their Pokémon.

Sami took second with this deck only because he conceded the win to his brother. We have been playing with this deck in our office tournaments since UK Nationals; it is clear that a great deal of skill is needed to get the best from it. Sami undoubtedly would have won on the day and taken that first place trophy again, but, by conceding, he still booked his place at worlds and he got to take his brother with him, too.

They've got the X-Factor! It's the Pokémon Organized Play judges. From left: League Leader Martin Griggs, D&A Games organiser Chris Sparks, and Pokémon Professor Russell Murray.

Before we end our article, all who played and worked the day were impressed with the smooth running of the event and thanks must go to the judge team on the day, led by Head Judge and Pokémon Professor Russell Murray and UK OP Manager and UK Nationals Organisers Chris Sparks from D&A Games. Russell is no stranger to regular tournament players and Pokémon World readers; that is him in the red T-shirt in the photo above, Chris Sparks is in the middle and long-term Pokémon Professor and League Leader Martin Griggs is on the left.

Well that about wraps it up from UK Nationals for another year; we wish all the UK players who are going to Worlds good luck, we will be routing for you all and maybe, just maybe, 2008 is the year a British World Champion will be crowned!

Pokémon Trading Card Game News

Alternate artwork Flaaffy in POP7 boosters chased by Secret Wonders card...

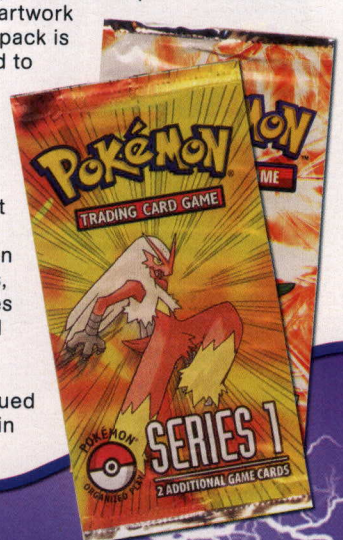
Eagle eyed Pokémon World reader and Pokémon TCG player Thomas Willing spotted the neat way the alternative artwork on Flaaffy LV.26 in the Pokémon Organized Play 7th Edition Booster packs (POP 7) fitted together with the Flaaffy LV.26 from the Diamond & Pearl Secret Wonders set. As you can see the Secret Wonders Flaaffy is chasing the POP 7 Flaaffy across a stream.

Not since the Southern Island Collection have Pokémon TCG cards so obviously fitted together and this has got us thinking, are there other examples of cards with fitting artwork? We will be revisiting our card collections and scanning them closely for matches; let us know if you find any interesting ones, too. In the meantime POP have given us a small glimpse of the extra care they put into the POP Packs and the alternate artwork cards they contain.

Head of Pokémon Organized Play says POP Packs are underrated...

David Schwimmer, World Head of Pokémon Organized Play dropped into UK Nationals and gave us an exclusive heads up on the future collectability of Pokémon Organized Play Boosters, or POP Packs as they are more commonly known.

Dave told us that, "most players do not rate the POP packs high enough; those in the know are putting the POP Packs they win aside unopened for the future." He went on to explain that the print runs for the alternate artwork POP booster pack is tiny compared to that of the normal sets. POP packs are printed in hundreds of thousands not millions, like most Pokémon TCG boosters, and this makes the unopened POP pack a winner that is sure to be valued by collectors in the future.



DIAMOND & PEARL LEGENDS AWAKENED

Legends Awakened pre-release weekend announced...

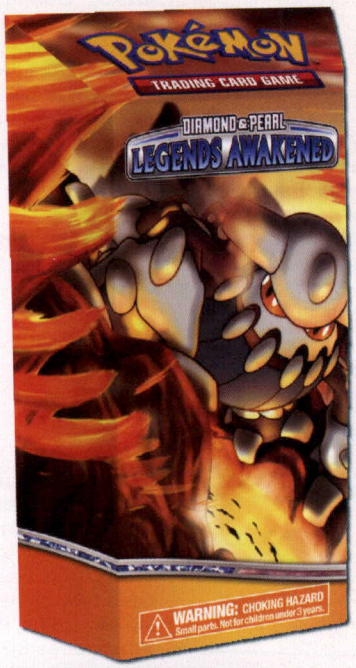
With the last Pokémon TCG pre-release dogged by problems with the distribution and delivery of booster packs, promo cards and support materials, UK OP Manager D&A games has decided to delay the pre-release events in the UK until the weekend of the 16 and 17 August.

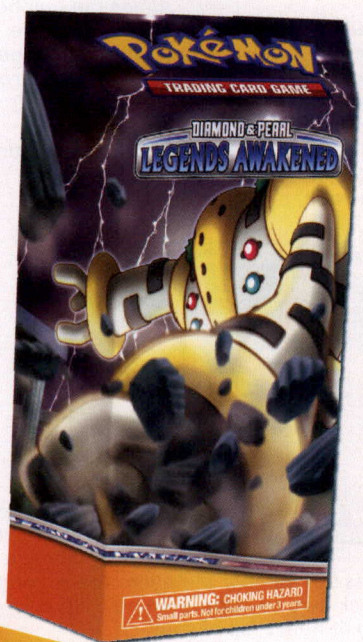
So far UK pre-release tournaments are confirmed in...

Saturday 16 August
- Normandy, Surrey (www.gamersguild.co.uk/special.html)
- Hackney, London
- Exeter, Devon (cliftonroadgames.co.uk)
- Manchester (www.fanboy3.co.uk)

Sunday 17 August
- Rainham, Kent (www.gamersguild.co.uk/special.html)

Details on more pre-release events across the UK as they are sanctioned can be found at www.op.pokemon-tcg.com/tournaments/locator. There promises to be more events after the official release date too, so look out for post-20 August events. For details, use the Pokémon Organized Play Tournament Locator website above.





Pokémon TCG Advance Format changes from 1 September...

Pokémon Organized Play has announced on its website www.go-pokemon.com/op/ that, "In the interest of maintaining a healthy tournament environment, Pokémon Organized Play removes older sets from the Modified format at the beginning of each new tournament season. Each rotation challenges existing players to create new strategies while allowing new players to get into organised play with a minimum investment."

They then go onto to say that, "The following Pokémon TCG sets will be removed from the Modified format for the 2008–2009 tournament season..."

POKÉMON® ORGANIZED PLAY

- EX Holon Phantoms
- EX Crystal Guardians
- EX Dragon Frontiers
- EX Power Keepers
- POP Series 4 Promo Cards
- POP Series 5 Promo Cards
- All Black Star Promo Cards numbered 037-040

As this change does not take effect until the end of the current tournament season, the sets listed above will continue to be tournament legal through the 2008 Pokémon TCG World Championships.

So we now know that from September we will be on a DPON format with no EX Cards Sets in the pool, with POP 6 and POP 7 packs being based on the Diamond & Pearl card sets. The shake up is sure to mean some interesting new decks emerge and we look forward to seeing what is going to be Ditto's next Diamond & Pearl onwards Hot Pick!

New Japanese promos and card sleeves...

We managed to snag these pictures of upcoming Japanese Promo cards and sleeves from our two favourite Pokémon websites, the PokéBeach at www.pokebeach.com and the PokéGym at http://pokegym.net

We also have translations of some the cards – thanks to both websites and their members for those. We do warn you, though, that they may not be exactly the same translation if or when the cards are eventually released in English.

111 - Regigigas

LV.42, 100 HP

A Colourless Type Pokémon, the first attack reads for three colourless energy, this attack does 20 damage, then flip a coin. If heads, the defending Pokémon is Paralyzed. The second attack reads for four colourless energy, this attack does 50+ damage, flip two coins, this does 20 damage for each heads.

Regigigas has a two times weakness to Fighting Pokémon and no resistance. The retreat cost is four energy.

112 - Pichu

LV.5, 40 HP

A Lightning Type Pokémon, Pichu has the Baby Evolution Poké-Power and for no energy it has an attack that reads, "Flip a coin, if heads, search your deck for a Pokémon card". Pichu has a +10 weakness to Fighting Pokémon, a -20 resistance to Metal Pokémon, and the retreat cost is one energy.

113 - Pikachu

LV.18, 60 HP

A Lightning Type Pokémon, the first attack reads for one colourless energy attack, "During your opponent's next turn, any damage done to Pikachu is reduced by 20".

The second attack for one lightning energy and two colourless reads, "Attack does 30 damage. If this Pokémon evolved from Pichu, the defending Pokémon is now paralyzed".

Pikachu has a +10 weakness to Fighting Pokémon, a -20 resistance to Metal Pokémon, and the retreat cost is one energy card.

114 - Raichu

LV.39, 90 HP

A Lightning Type Pokémon, Raichu's first attack reads, "Two colourless energy, this attack does 30X damage, flip two coins, this attack does 30 times the number of heads". The second attack for three lightning energy reads, "This attack does 60 damage, if this Pokémon evolved from Pikachu this turn, this attack does 100 damage instead".

Raichu has a +20 weakness to Fighting Pokémon, a -20 Resistance to Metal Pokémon, the retreat cost is one.

115 - Buneary

LV.8, 50 HP

A Colourless Type Pokémon, Buneary's first attack does, for one colourless energy, 10X damage, flip two coins, this attack does 10 damage times the number of heads. The second attack, two colourless energy: flip a coin, if heads, all of your Pokémon can not be damaged during your opponent's next turn.

Buneary has a +10 weakness to Fighting Pokémon and no resistance. The retreat cost is one energy.

116 - Lopunny

LV.36, 80 HP

A Colourless Type Pokémon, for two colourless first attack reads, "20 damage, attack also does 20 damage to one of opponent's benched Pokémon". The second attack reads, "Three colourless energy, this attack does 50 damage, if this Pokémon evolved from Buneary this turn, remove all damage counters from this Pokémon".

Lopunny has a +20 weakness to Fighting Pokémon and no resistance. The retreat cost is one energy.

Luxury Ball Trainer Card

Search your deck for a Pokémon card, excluding LV.X, then show it to your opponent. Put it in your hand and shuffle your deck afterwards. This card cannot be used if there is another Luxury Ball in your discard pile.

Well that is all we have room for in our Pokémon TCG section this month; we packed this issue to the roof with Trading Card information and we still have more to tell you! We will just have to save our reporting on US Nationals for next issue, then there are more Japanese Promotional Cards to tell you about and the news from the European and US Professor Cups and, of course, the upcoming pre-releases. Phew! Looks like summer is going to be scorching hot on the Pokémon TCG front, no matter what the weather is doing. So do not get caught out and about without your number one Pokémon magazine – reserve your copy today or, better yet, subscribe and have the postman deliver it to your door. See ya!

M-fest
Will Soon Be Upon Us.
Are You Ready For 4 Days of Magic?
There is Something Here For You!
• Casual Play Areas
• GB Nationals
• 3 x PTQ Berlin
• 3 x GP Trials
• Gateway Tournaments
• Theme Deck Challenge
• 2008 Vintage Nationals
• Super FNM
And much, much more . . .
Plus fantastic prizes to be won including travel awards and much more!
NATIONALS
GRAND PRIX
QUALIFIER
GATEWAY
FNM
fridaynightmagic
M-fest
14th-17th August 2008 • NEC, Birmingham
For up to date information on this event keep checking
www.magicthegathering.com or call 08457 12 55 99
MAGIC The Gathering
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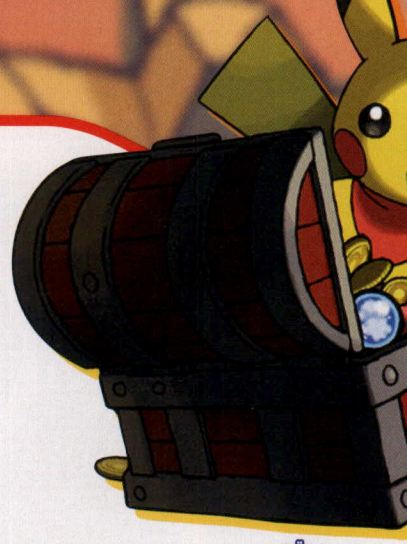
POKÉMON GAME ROUND-UP!



We often get letters and emails from you, dear reader, asking about older Pokémon games. "Should I buy *Pokémon Emerald* from a car boot sale?", "My friend has a copy of *Pokémon Box*, is it any good?" – that kind of thing. Well here is a round-up of reviews for every Pokémon game, just for you...

Pocket Monsters Green

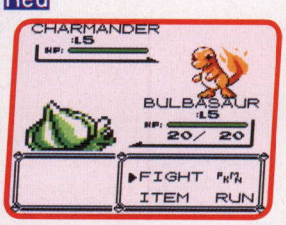
NOT REVIEWED

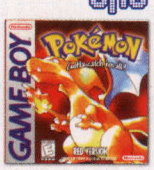
- Game Boy
- 27 February 1996

Released with the *Red* game in Japan was *Pocket Monsters Green*, but when it came to translating the game into English, Nintendo decided to improve on the game and create *Pokémon Blue* instead, so these Japanese originals are rare!

Red

8/10



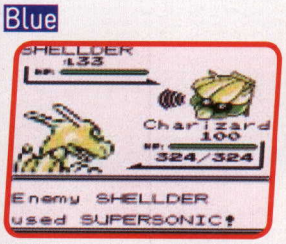


- Game Boy
- 1 October 1999

With *Blue*, this was the first Pokémon game to hit the Western world, and they were revolutionary! Set in the world of Kanto, the games follow the character Red on his quest to master Pokémon battling. The anime is based on these games.

Blue

8/10



- Game Boy
- 1 October 1999

While both *Blue* and *Red* are independent games, players must trade between the two to fully complete the Pokédexes. Little did Nintendo know that these games would spawn a million dollar brand!

Stadium

7/10

- Nintendo 64
- 7 April 2000

Japan had two versions of *Stadium*, the first released for the failed Nintendo 64DD format with only 42 Pokémon. An updated game was released in the rest of the world with all 151 Pokémon intact. It's all about battling!

Puzzle Challenge

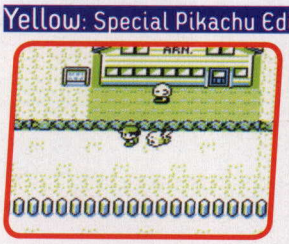
8/10

- Game Boy Color
- 15 June 2000

Based on the puzzle game *Panel de Pon*, *Puzzle Challenge* sees you beating the Johto Pokémon leaders as you frantically move blocks about to line up similar shapes and colours. This game is quite rare as not many people bought it!

Yellow: Special Pikachu Edition

9/10



- Game Boy Color
- 7 July 2000

A remake of *Red* and *Blue*, Nintendo updated many features to bring the games in line with the anime, like making Pikachu the starting Pokémon. A special *Yellow*-themed Game Boy was also launched at the same time!

Snap

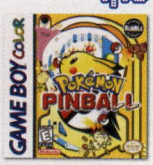
7/10

- Nintendo 64
- 15 September 2000

Now available on the Wii Virtual Console, *Snap* was a fun Nintendo 64 release where you could hunt down and snap pictures of 63 out of the original 151 Pokémon. The new Wii version allows players to send pictures taken in the game to friends via the Wii Message Board. Cool!

Pinball

7/10



- Game Boy Color
- 6 October 2000

A spin-off from *Red* and *Blue*, this pinball simulator uses a Pokéball and has Pokémon-themed tables galore! As you score points you catch Pokémon, with the objective to 'catch 'em all' of course!

Hey You, Pikachu!

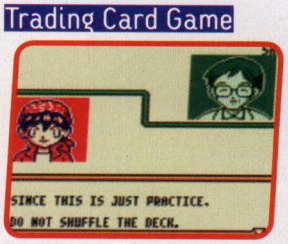
5/10

- Nintendo 64
- 6 November 2000

Coming with a microphone called the N64 Voice Recognition Unit (or VRU) players could actually talk to Pikachu in the game, while picking up objects and generally messing around with Pokémon. Not great, but worth checking out.

Trading Card Game

8/10



- Game Boy Color
- 8 December 2000

The videogame version of the Pokémon Trading Card Game put a guy called Mark in the lead role, and he had the desire to be the best he could at the game. There was a sequel, but this was only ever released in Japan.

Puzzle League

7/10

- Nintendo 64
- 16 March 2001

Now available on Wii Virtual Console, this is the home console version of *Puzzle Challenge*. Lots of blocks to swap around and line up shapes and colours. It's all themed around the cartoon series.

Ruby

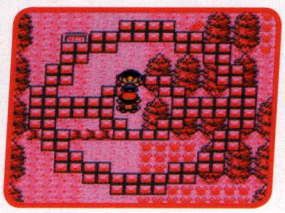
8/10

- Game Boy Advance
- 25 July 2003

The start of the third generation of Pokémon games and now there are 386 Pokémon to catch! With Treecko, Mudkip or Torchic as the starter Pokémon and the adventure set in Hoenn, it's a familiar story of collecting Gym Leader badges and battling.

Gold

8/10



- Game Boy Color
- 6 April 2001

Starting the second generation of Pokémon games, *Gold* and *Silver* took place in a new region, Johto, and were backward compatible with the first generation Game Boy games. Players meet Professor Elm to choose their starter Pokémon.

Sapphire

8/10

- Game Boy Advance
- 25 July 2003

The rival in the *Ruby* and *Sapphire* games is the opposite gender to the one you choose, and is more friendly that in previous games, giving you help and items on your adventure. Watch out for Team Magma and Team Aqua!

Colosseum

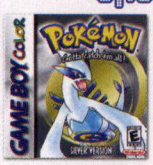
7/10

- GameCube
- 14 May 2004

With backward support for third generation Game Boy Pokémon games, Colosseum is a GameCube Pokémon RPG with full 3D graphics. All 386 Pokémon of its time are in the game, some of which aren't available on the Game Boy!

Silver

8/10



- Game Boy Color
- 6 April 2001

With Chikorita, Cyndaquil or Totodile as starters, it's not long before players meet Professor Oak who introduces the new Pokédex. The games have 100 new Pokémon to collect, including new, rare Shiny Pokémon with better stats.

Pinball: Ruby & Sapphire

7/10

- Game Boy Advance
- 14 November 2003

Updated version of the original *Pokémon Pinball* game and this time on Game Boy Advance. There are two play boards to choose from: Ruby Field and Sapphire Field and scoring points is the order of the day, along with catching Pokémon.

FireRed

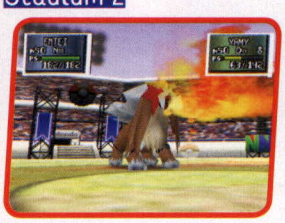
8/10

- Game Boy Advance
- 1 October 2004

Coming with a Game Boy Advance Wireless Adaptor to allow Pokémon to be transferred through the air, *FireRed* and *LeafGreen* are remakes of the original *Red* and *Blue* games with enhanced features and graphics.

Stadium 2

8/10

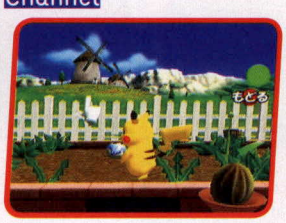


- Nintendo 64
- 6 October 2001

There's 251 Pokémon this time and lots of battling, researching, organising and playing options for your monster collection. The game was compatible with all Pokémon Game Boy games and Pikachu was a secret character if *Yellow* was connected.

Channel

5/10



- GameCube
- 2 April 2004

Another spin-off title, this time for GameCube and seen by many as the sequel to *Hey You, Pikachu!*. It's a virtual pet game where you get to play around with Pikachu and a TV channel where you can see the *Pichu Bros In Party Panic* show!

LeafGreen

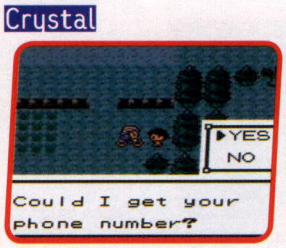
8/10

- Game Boy Advance
- 1 October 2004

Once the main game and a side quest has been completed, both games become compatible with a wide range of other Pokémon games for transferring – *Ruby*, *Sapphire*, *Emerald*, *Colosseum*, *XD: Gale Of Darkness* and *Box*!

Crystal

7/10



- Game Boy Color
- 1 November 2001

An updated version of *Gold* and *Silver*, *Crystal* was the first Pokémon RPG to allow players to choose their gender at the start. A new sub-plot with Suicune and a man called Eusine was added too. Interesting!

Box: Ruby & Sapphire

8/10

- GameCube
- 14 May 2004

Not so much a game as a storage device for keeping all your caught Pokémon together on a GameCube memory card. It came bundled with a *Colosseum* Mega Pack and black GameCube and allows Pokémon from *Ruby*, *Sapphire*, *FireRed*, *LeafGreen* and *Emerald* to be transferred.

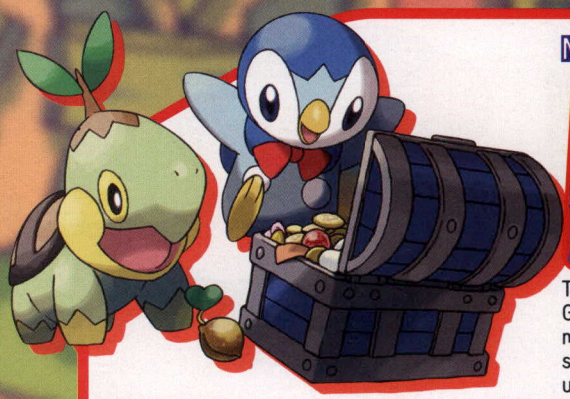
Dash

5/10

- Nintendo DS
- 11 March 2005

Two firsts here – the first ever Pokémon racing game, and the first Pokémon game to appear on the DS. Players must use the stylus to control the Pokémon and get them to each checkpoin. It has a special option where inserting old Pokémon games can make new courses!

Pokémon Game Round-Up



Mystery Dungeon: Red Rescue Team — 7/10

- Nintendo DS
- 10 November 2006

The last time Pokémon was ever released on a Game Boy format, and this version looks pretty much the same as its DS counterpart. There are six Pokémon exclusive to each game, with others unlockable through Wonder Mail missions.

My Pokémon Ranch — 6/10

- WiiWare
- 9 June (USA)

Pokémon's first WiiWare game, and a fun sideshow really where you can upload Pokémon from any fourth generation game, play and care for them on a ranch. Think of it as a kind of virtual pet game with Pokémon – again.

Emerald — 7/10

- Game Boy Advance
- 21 October 2005

Emerald is a remake of *Ruby* and *Sapphire* with lots of enhanced features and changes. One of the main changes is the way double battles work. In the early games they were clearly marked, but now they happen more intermittently.

Ranger — 8/10

- Nintendo DS
- 13 April 2007

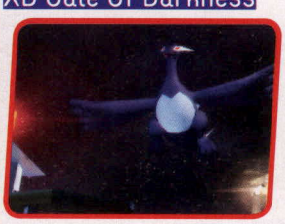
Set in the Fiore region where you take on the role of a Pokémon Ranger and must use a Capture Styler to grab Pokémon. This is done by drawing circles around them on the DS touch screen with the stylus. A unique and fun game.

Mystery Dungeon: Explorers Of Time — 9/10

- Nintendo DS
- 4 July 2008

Two sequels to the *Pokémon Mystery Dungeon* games with enhancements all round. This time *Diamond* and *Pearl* Pokémon appear, there are improved Wi-Fi features, more touch-screen use and less emphasis on rescuing.

XD Gale Of Darkness — 6/10



- GameCube
- 18 November 2005

Set in the land of Orre with the star being a chap called Michael. He meets Professor Krane who teaches him all about Shadow Pokémon. This GameCube adventure has trading and battle modes that are compatible with all GBA games.

Diamond — 9/10

- Nintendo DS
- 27 July 2007

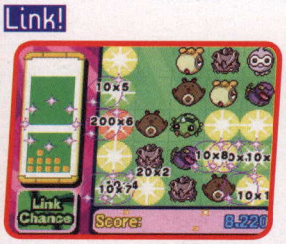
The first proper Pokémon RPG for the DS and packed with brand new features, as well as enhancing old ones. Set in the region of Sinnoh, there is internet connectivity through the Nintendo Wi-Fi Connection.

Mystery Dungeon: Explorers Of Darkness — 9/10

- Nintendo DS
- 4 July 2008

Only 491 out of the total 493 Pokémon are in these new games as Shaymin and Arceus had not been officially unveiled when the games were made. There's a 21 minute TV special to accompany them.

Link! — 7/10



- Nintendo DS
- 28 April 2006

Called *Pokémon Trozei!* everywhere but Europe, this DS puzzle game is all about connecting groups of four Pokémon icons together to score points. It introduces Lucy Fleetfoot and the enemy is the Phobos Battalion.

Pearl — 9/10

- Nintendo DS
- 27 July 2007

107 new Pokémon are crammed into *Diamond* and *Pearl* and there are lots of features that make use of the DS capabilities. Day to night cycles, touch screen mini-games, blowing on the microphone to clear dust – all very cool!

Ranger: Batonnage — NOT REVIEWED

- Nintendo DS
- 20 March 2008

A sequel to *Ranger* is being worked on right now for European release, having been launched in Japan back in March. There are lots of exciting additions with 270 Pokémon confirmed, including lots from *Diamond* and *Pearl*.

Mystery Dungeon: Blue Rescue Team — 6/10

- Nintendo DS
- 10 November 2006

Nintendo loves to bring out duets of Pokémon games, and this first *Mystery Dungeon* release was coupled with the last ever Game Boy Pokémon game. It's a fun adventure where you get to become a Pokémon and rescue others from danger.

Battle Revolution — 7/10

- Wii
- 7 December 2007

A Pokémon game for the next generation of home consoles, *Battle Revolution* has the great feature of allowing you to upload your caught Pokémon from *Diamond* and *Pearl* and battle them in glorious 3D. There's not much more to it than that, though, making us look forward to the first proper Wii Pokémon RPG all the more!

Battrio — NOT REVIEWED

- Arcade
- Japan only

Yes, Pokémon has also made an appearance in the arcades, albeit only in Japan. *Pokémon Battrio* looks like lots of fun and has players battling it out using special pucks to control their teams of monsters. It's aimed at 6-12 year olds with lots of collectable items and bonuses to keep players coming back for one more go!

MAKE and do!

Here's another great Pokémon World mask to add to your collection. Follow the instructions, it's not difficult!

Wow – another great mask to add to your growing collection. Want to see a special Pokémon mask? Why not write in to ask for it?

1. GLUE THIS PAGE TO A PIECE OF CARDBOARD FOR STRENGTH.
2. CUT OUT THE MEW MASK. ASK FOR HELP IF YOU'RE SMALL.
3. ATTACH SOME ELASTIC TO THE TWO HOLES AND PUT THE MASK ON!

This issue it's Mew's turn to be masked. All you've got to do is stick this page down to a piece of cardboard, cut out the mask and attach some elastic to the holes. Cool!

GREAT POKÉMON MOMENT

7 GREAT POKÉMON MOMENT

We Discover That Joy Isn't the Nurse's First Name!

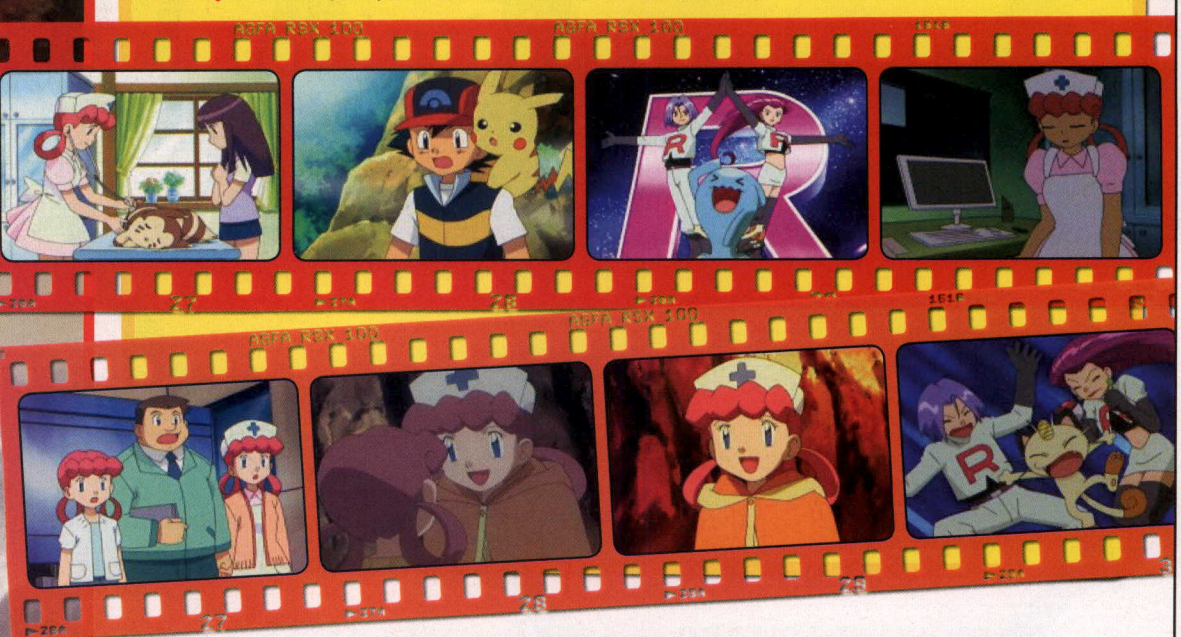
Nurse Joy pops up quite often in the Pokémon anime cartoon, but many of you probably think that it's always the same character – not so, as we find out in 'Drifloon In The Wind!'...

Arriving at the Valley Windworks, Ash and his gang of mates meet with Nurse Joy and two younger Joys, along with a bunch of Drifloon. It is revealed that Joy is actually the family name and there are many Nurse Joys around the world. Although they all look very similar, it is implied that they are all related and have slight variations in the way they dress. Even when they get married, all Nurse Joy's keep the Joy surname rather than taking their husband's.

In the episode, Marnie (full name Marnie Francis Lynnette Joy) takes Ash to a spring to meet her Pokémon friend; it turns out to be a Suicune, which really surprises Ash as this is a Legendary Pokémon.

With a storm brewing, the Drifloon start to get anxious and Paige (full name Paige Francis Lynnelle Joy) attempts to stop them from being blown away, but ends up being carried away with them on the wind.

It's got to be Ash to the rescue once again, but his plans could be scuppered as Team Rocket is waiting in the wings to cause all kinds of trouble! ⊙



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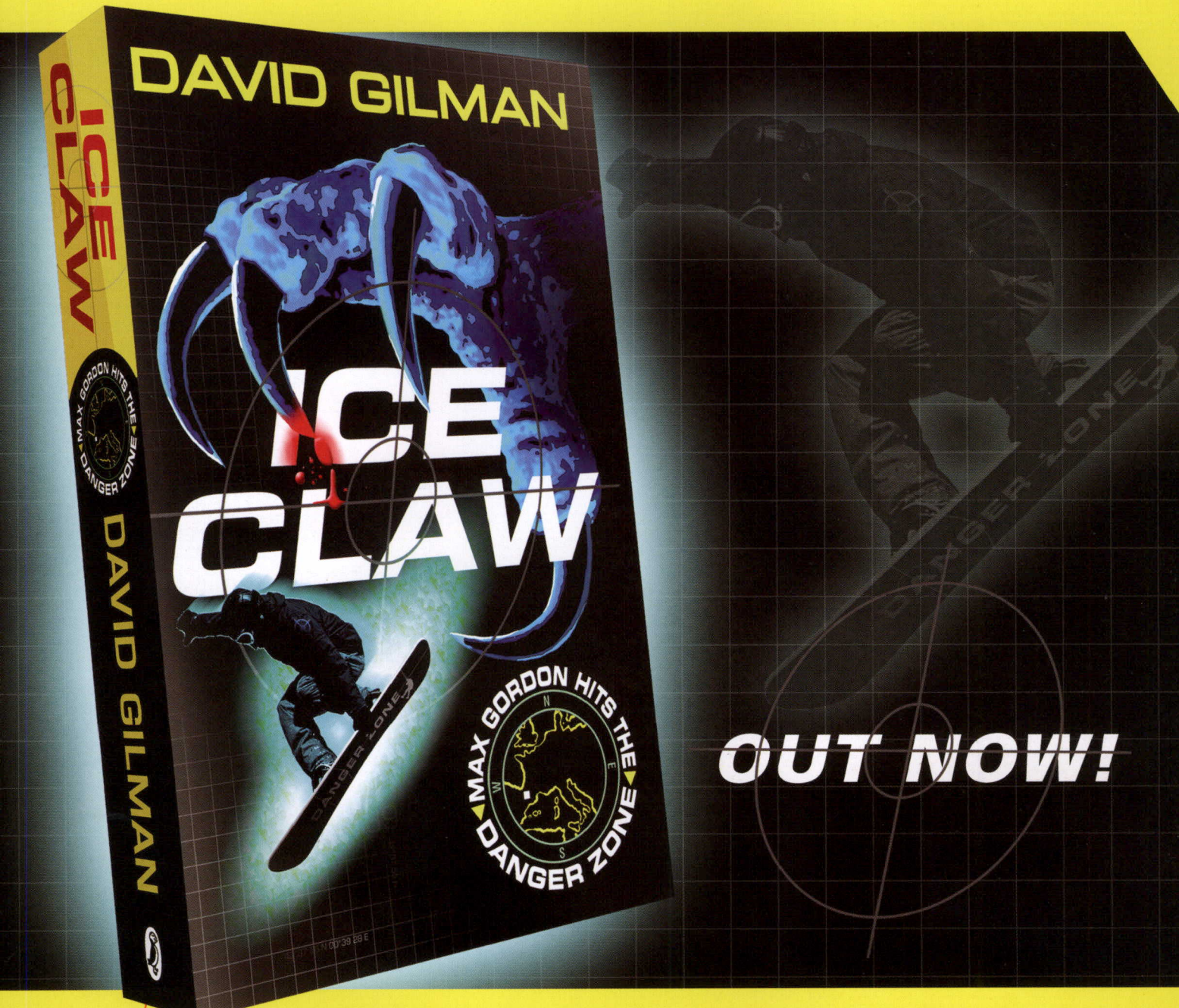
AN EXTREME SPORTS CHALLENGE, A DEADLY PROPHECY AND THE RACE TO SURVIVE.

MAX GORDON: WANTED FOR MURDER



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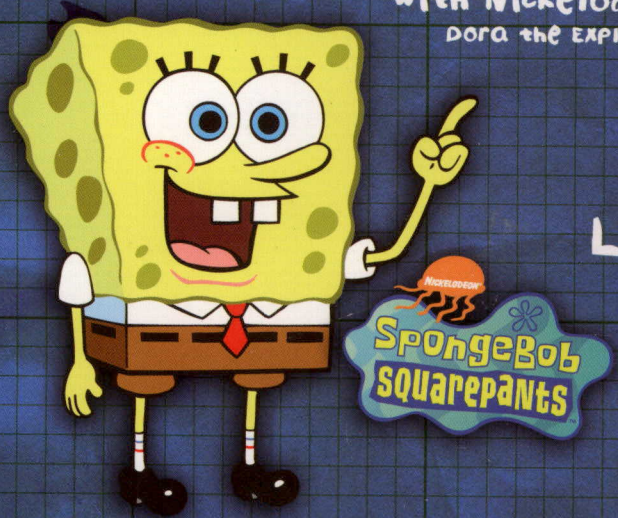

2nd & 3rd August
Longleat Safari Park

16th & 17th August
Woburn Safari Park

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